

Final Fantasy IX Items Ability FAQ

by phil_g

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F I N A L F A N T A S Y I X
I T E M / A B I L I T Y F A Q

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--ITEMS--

Hopefully, my presentation format should be fairly self-explanatory. Most of the information should be complete for most of the items--the main thing that is missing is information on where items are acquired (e.g. where and how they are synthed, where they are bought, from what enemies they can be obtained). The things an item "provides" are the abilities that can be learned from it. (I may word that differently in the future.)

---ADD-ONS---

AMETHYST

"Restores HP."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, Amarant, Steiner, and Freya.

*

Provides Atomos and Demi.

*

Synth from an Ore and an Annoyntment for 200 gil.

(Black Mage Village (Disc 4), Daguerreo (Disc 4), Memoria)

ANCIENT AROMA

"Item that radiates a mysterious light."

Useable by Dagger, Eiko, and Freya.

*

Strength+2, Evade+4

Raises Shadow attack.

Provides Odin's Sword.

*

ANGEL EARRINGS

"Holy earrings worn by women."

Useable by Dagger, Eiko, and Freya.

*

Strength+2, Defense+2

Raises Holy attack.

Provides Auto-Regen, MP+20%, and Reis's Wind.

*

Synth from a Fairy Earrings and a Barette for 8000 gil.

(Daguerreo (Disc 4))

ANKLET

"Anklet adorned with a four-leaf clover that raises Spirit."

Useable by Dagger, Eiko, Amarant, and Freya.

*

Magic+3, Spirit+1, Evade+5

Provides Locomotion, Healer, and Counter.

*

Synth with a Madain's Ring into a Reflect Ring for 7000 gil.

(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

Synth with a Diamond into a Rebirth Ring for 7000 gil.

(Daguerreo (Disc 4))

*

Synth from a Gold Choker and a Peridot for 4000 gil.

(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

AQUAMARINE

"Restores HP."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, Amarant, Steiner, and Freya.

*

Provides Leviathan and HP+10%.

*

BARETTE

"Hair ornament enchanted with various powers, worn by women."

Useable by Dagger, Eiko, and Freya.

*

Strength+3, Magic+1, Spirit+1, Magic Def+1

Raises Ice attack.

Provides Chemist, Gamble Defense, and Cura.

*

Synth with a Fairy Earrings into an Angel Earrings for 8000 gil.
(Daguerreo (Disc 4))

*

Synth from a Needle Fork and a Barbut for 1800 gil.
(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

BATTLE BOOTS

"Combat boots."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, Amarant, Steiner, and Freya.

*

Strength+2, Defense+2, Magic Def+1
Provides MP Attack, Initiative, and HP+20%.

*

Synth with an Emerald into a Running Shoes for 12000 gil.
(Black Mage Village (Disc 4))

Synth with a Venetia Shield into a Bracer for 24000 gil.
(Black Mage Village (Disc 4))

*

Synth from a Feather Boots and a Wing Edge for 6500 gil.
(Daguerreo (Disc 4))

BLACK BELT

"Belt that raises Strength."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, Amarant, Steiner, and Freya.

*

Strength+2, Spirit+2, Defense+1
Raises Wind attack.
Provides HP+20%, Beast Killer, and Demi.

*

Synth from a Twist Headband and a Survival Vest for 4000 gil.
(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

CACHUSHA

"Hair ornament enchanted with various powers, worn by women."

Useable by Dagger, Eiko, and Freya.

*

Speed+1, Magic+2, Spirit+1, Magic Def+1
Raises Fire attack.
Provides Bright Eyes, Ability Up, and Life.

*

Synth with an Air Racket into a Priest's Racket for 11000 gil.
(Black Mage Village (Disc 4))

*

Synth from a Rubber Helm and a Magus Hat for 1000 gil.
(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

CORAL RING

"Ring adorned by corals."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, Amarant, Steiner, and Freya.

*

Spirit+2, Magic Eva+3
Absorbs Thunder.
Provides Insomniac, Man Eater, and Lancer.

*

Synth from a Lightning Staff and a Rod for 1200 gil.
(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

DARK MATTER

"Deals damage to the target."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, Amarant, Steiner, and Freya.

*
Strength+3, Magic+2
Provides Odin.

*
Synth with a Rebirth Ring into a Protect Ring for 40000 gil.
(Memoria)

*
DESERT BOOTS
"Boots with good traction."
Useable by Zidane, Vivi, Dagger, Eiko, Quina, Amarant, Steiner, and Freya.

*
Magic+1, Spirit+1, Evade+2
Reduces Earth damage by 50%.
Provides Flee-Gil, Protect, and Scan.

*
Synth with a Fork into a Germinas Boots for 900 gil.
(Black Mage Village (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

*
Synth from a Leather Hat and a Leather Shirt for 300 gil.
(Black Mage Village (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

DIAMOND
"Restores HP."
Useable by Zidane, Vivi, Dagger, Eiko, Quina, Amarant, Steiner, and Freya.

*
Provides Body Temp and Distract.

*
Synth with an Anklet into a Rebirth Ring for 7000 gil.
(Daguerreo (Disc 4))

*
EMERALD
"Restores HP."
Useable by Zidane, Vivi, Dagger, Eiko, Quina, Amarant, Steiner, and Freya.

*
Provides Haste, MP+10%, and White Draw.

*
Synth with a Battle Boots into a Running Shoes for 12000 gil.
(Black Mage Village (Disc 4))

*

EXTENSION
"Hair ornament enchanted with various powers, worn by women."
Useable by Dagger, Eiko, and Freya.

*
Strength+1, Magic+2, Spirit+1, Defense+1, Magic Def+1
Raises Thunder attack.
Provides Auto-Potion, MP+10%, and Level Up.

*
Synth from a Lamia's Tiara and a Multina Racket for 3500 gil.
(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

FAIRY EARRINGS
"Earrings that raise Spirit."
Useable by Zidane, Vivi, Dagger, Eiko, Quina, Amarant, Steiner, and Freya.

*
Spirit+2, Evade+4, Magic Eva+2
Raises Wind attack.
Provides Level Up, Body Temp, and Regen.

*
Synth with a Barette into an Angel Earrings for 8000 gil.
(Daguerreo (Disc 4))

*
Synth from a Magic Armlet and a Soft for 3200 gil.
(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

FEATHER BOOTS

"Boots that are light as a feather."
Useable by Zidane, Vivi, Dagger, Eiko, Quina, Amarant, Steiner, and Freya.

*
Evade+3
Absorbs Earth.
Provides Auto-Float, Float, and Mini.

*
Synth with a Wing Edge into a Battle Boots for 6500 gil.
(Daguerreo (Disc 4))

*
Synth from a Magician Shoes and a Phoenix Pinion for 4000 gil.
(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

GARNET

"Restores HP."
Useable by Zidane, Vivi, Dagger, Eiko, Quina, Amarant, Steiner, and Freya.

*
Provides Bahamut and Healer.

*
Synth from an Ore and a Remedy for 350 gil.
(Black Mage Village (Disc 4), Daguerreo (Disc 4), Memoria)

GERMINAS BOOTS

"Boots that raise Strength."
Useable by Zidane, Vivi, Dagger, Eiko, Quina, Amarant, Steiner, and Freya.

*
Strength+1, Evade+2
Raises Earth attack.
Provides Alert, HP+10%, and Flee.

*
Synth with a Bone Wrist into a Magician Shoes for 1500 gil.
(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

*
Synth from a Desert Boots and a Fork for 900 gil.
(Black Mage Village (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

GLASS BUCKLE

"Buckle protected by mysterious powers."
Useable by Zidane, Vivi, Dagger, Eiko, Quina, Amarant, Steiner, and Freya.

*
Strength+1, Magic+1, Spirit+2, Magic Eva+5
Provides Antibody, Add Status, and Thunder.

*
Synth with a Chain Mail into a Power Belt for 2000 gil.
(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

*
Synth from a Glass Armlet and a Leather Wrist for 500 gil.
(Black Mage Village (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

GOLD CHOKER

"Magic choker."
Useable by Zidane, Vivi, Dagger, Eiko, Quina, Amarant, Steiner, and Freya.

*
Magic+2, Evade+2, Magic Def+1
Reduces Wind damage by 50%.
Raises Shadow attack.
Provides Auto-Potion, Flee-Gil, and Shell.

*
Synth with a Peridot into an Anklet for 4000 gil.
(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

*
Synth from a Linen Cuirass and a Soft for 1300 gil.
(Black Mage Village (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

LAPIS LAZULI

"Restores HP."
Useable by Zidane, Vivi, Dagger, Eiko, Quina, Amarant, Steiner, and Freya.

*
Provides Ability Up and Accuracy+.

*
Synth from an Ore and a Dead Pepper for 400 gil.
(Black Mage Village (Disc 4), Memoria)

MADAIN'S RING

"Ring used as a charm since ancient times."
Useable by Zidane, Vivi, Dagger, Eiko, Quina, Amarant, Steiner, and Freya.

*
Magic Def+2, Spirit+2

Absorbs Ice.
Provides Body Temp, Chemist, and Guardian Mog.

*
Synth with an Anklet into a Reflect Ring for 7000 gil.
(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

Synth with a Holy Lance into a Rosetta Ring for 24000 gil.
(Black Mage Village (Disc 4))

*
Synth from a Bone Wrist and a Stardust Rod for 3000 gil.
(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

MAGICIAN SHOES

"Shoes packed with magic."
Useable by Zidane, Vivi, Dagger, Eiko, Quina, Amarant, Steiner, and Freya.

*
Magic+2, Magic Eva+6

Provides MP+10%, Clear Headed, and Blind.

*
Synth with a Phoenix Pinion into a Feather Boots for 4000 gil.
(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

*
Synth from a Germinas Boots and a Bone Wrist for 1500 gil.
(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

MAIDEN PRAYER

"Item that has a nice fragrance."
Useable by Dagger, Eiko, and Freya.

*
Magic+1, Magic Def+1, Magic Eva+3

Raises Holy attack.
Provides Auto-Regen.

MOONSTONE

""

Useable by ???.

*

*

Synth with an Elixir into a Pearl Rouge for 5000 gil.

(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

*

OPAL

"Restores HP."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, Amarant, Steiner, and Freya.

*

Provides Shiva and Blizzara.

*

Synth from an Ore and a Potion for 100 gil.

(Black Mage Village (Disc 4), Daguerreo (Disc 4), Memoria)

ORE

"Restores HP."

Useable by ???.

*

*

Synth with a Soft into a Peridot for 100 gil.

(Black Mage Village (Disc 4), Daguerreo (Disc 4), Memoria)

Synth with a Potion into an Opal for 100 gil.

(Black Mage Village (Disc 4), Daguerreo (Disc 4), Memoria)

Synth with an Eye Drops into a Topaz for 100 gil.

(Black Mage Village (Disc 4), Daguerreo (Disc 4), Memoria)

Synth with an Annoyntment into an Amethyst for 200 gil.

(Black Mage Village (Disc 4), Daguerreo (Disc 4), Memoria)

Synth with an Antidote into a Sapphire for 200 gil.

(Black Mage Village (Disc 4), Daguerreo (Disc 4), Memoria)

Synth with a Remedy into a Garnet for 350 gil.

(Black Mage Village (Disc 4), Daguerreo (Disc 4), Memoria)

Synth with a Dead Pepper into a Lapis Lazuli for 400 gil.

(Black Mage Village (Disc 4), Memoria)

Synth with a Hammer into a Tin Armor for 50000 gil.

(Memoria)

*

Steal from Dendrobium.

PEARL ROUGE

"Rouge used by women that draws out Holy power."

Useable by Dagger, Eiko, and Freya.

*

Magic+2, Spirit+4, Magic Eva+4

Reduces Holy damage by 50%.

Raises Water attack.

Provides Level Up, Reflect-Null, and Loudmouth.

*

Synth from a Moonstone and an Elixir for 5000 gil.

(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

PERIDOT

"Restores HP."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, Amarant, Steiner, and Freya.

*

Provides Ramuh and Thundara.

*

Synth with a Gold Choker into an Anklet for 4000 gil.

(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

*

Synth from an Ore and a Soft for 100 gil.

(Black Mage Village (Disc 4), Daguerreo (Disc 4), Memoria)

PHOENIX PINION

"Cures KO."

Useable by Eiko.

*

Provides Phoenix.

*

Synth with a Magician Shoes into a Feather Boots for 4000 gil.

(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

*

Synth from a Phoenix Down and a Gysahl Greens for 300 gil.

(Memoria)

Steal from Fang.

POWER BELT

"Belt that raises Strength."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, Amarant, Steiner, and Freya.

*

Strength+3, Defense+2

Provides MP Attack, Counter, and Fira.

*

Synth with a Cross Helm into a Grand Helm for 20000 gil.

(Black Mage Village (Disc 4))

*

Synth from a Glass Buckle and a Chain Mail for 2000 gil.

(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

PROMIST RING

"Ring that raises Strength."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, Amarant, Steiner, and Freya.

*

Strength+2, Evade+3

Provides Restore HP, Absorb MP, and Mag Elem Null.

*

Synth from a Chimera Armlet and a Ruby for 6000 gil.

(Daguerreo (Disc 4))

PROTECT RING

"Protects you from various attacks."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, Amarant, Steiner, and Freya.

*

Spirit+1, Defense+2, Evade+4, Magic Def+3, Magic Eva+6

Reduces Water/Wind/Fire/Ice/Thunder/Holy/Shadow/Earth damage by 50%.

Provides Long Reach, Mag Elem Null, and Half MP.

*

Synth from a Dark Matter and a Rebirth Ring for 40000 gil.

(Memoria)

PUMICE

"'Summon the beast from the dark.'"

Useable by Zidane, Dagger, Vivi, Steiner, Quina, Amarant, Eiko, and Freya.

*

Speed+1, Magic+1, Defense+1, Magic Def+2

Provides Ark.

*

Synth with a Hammer into a Pumice Piece for 25000 gil.

(Memoria)

*

Synth from two Pumice Pieces for 50000 gil.

(Memoria)

PUMICE PIECE

""

Useable by ???.

*

*

Synth two Pumice Pieces into a Pumice for 50000 gil.

(Memoria)

*

Synth from a Hammer and a Pumice for 25000 gil.

(Memoria)

REBIRTH RING

"Ring with a phoenix's power dwelling inside."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, Amarant, Steiner, and Freya.

*

Spirit+4, Magic Def+2

Raises Holy attack.

Provides Auto-Life, Life, and Revive.

*

Synth with a Dark Matter into a Protect Ring for 40000 gil.

(Memoria)

*

Synth from a Diamond and an Anklet for 7000 gil.

(Daguerreo (Disc 4))

REFLECT RING

"Ring enhanced with the spell 'Reflect.'"

Useable by Zidane, Vivi, Dagger, Eiko, Quina, Amarant, Steiner, and Freya.

*

Strength+1, Spirit+1, Magic Def+1

Provides Auto-Reflect, Distract, and Reflect.

*

Synth from an Anklet and a Madain's Ring for 7000 gil.

(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

RIBBON

"Item that always keeps Mog beside you."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, Amarant, Steiner, and Freya.

*

Strength+1, Magic+3, Spirit+1, Defense+1, Evade+5, Magic Def+1, Magic Eva+4

Reduces Fire/Ice/Thunder/Holy damage by 100%.

Absorbs Water/Wind.

Provides Madeen, Ability Up, and Guardian Mog.

*

ROSETTA RING

"Ring with a fire god's spirit dwelling inside."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, Amarant, Steiner, and Freya.

*

Magic+1, Defense+1, Evade+2, Magic Def+3, Magic Eva+2

Absorbs Fire.

Provides Level Up, Concentrate, and Reflectx2.

*

Synth with a Coronet into a Circlet for 20000 gil.

(Black Mage Village (Disc 4))

*
Synth from a Madain's Ring and a Holy Lance for 24000 gil.
(Black Mage Village (Disc 4))

RUBY

"Restores HP."
Useable by Zidane, Vivi, Dagger, Eiko, Quina, Amarant, Steiner, and Freya.

*
Provides Carbuncle and Reflect.

*
Synth with a Chimera Armlet into a Promist Ring for 6000 gil.
(Daguerreo (Disc 4))

RUNNING SHOES

"Shoes that allow you to walk with light steps."
Useable by Zidane, Vivi, Dagger, Eiko, Quina, Amarant, Steiner, and Freya.

*
Speed+2, Evade+4, Magic Eva+4
Provides Auto-Haste, Auto-Potion, and Haste.

*
Synth from a Battle Boots and an Emerald for 12000 gil.
(Black Mage Village (Disc 4))

SANDALS

"Provides a southern, tropical feel."
Useable by Zidane, Vivi, Dagger, Eiko, Quina, Amarant, Steiner, and Freya.

SAPPHIRE

"Restores HP."
Useable by Zidane, Vivi, Dagger, Eiko, Quina, Amarant, Steiner, and Freya.

*
Provides Fenrir and High Tide.

*
Synth from an Ore and an Antidote for 200 gil.
(Black Mage Village (Disc 4), Daguerreo (Disc 4), Memoria)

TOPAZ

"Restores HP."
Useable by Zidane, Vivi, Dagger, Eiko, Quina, Amarant, Steiner, and Freya.

*
Provides Ifrit and Fira.

*
Synth from an Ore and an Eye Drops for 100 gil.
(Black Mage Village (Disc 4), Daguerreo (Disc 4), Memoria)

YELLOW SCARF

"Scarf that raises Strength."
Useable by Zidane, Vivi, Dagger, Eiko, Quina, Amarant, Steiner, and Freya.

*
Strength+2, Magic Def+1
Provides Bird Killer, Millionaire, and Steal Gil.

*
Synth from a Feather Hat and a Steepled Hat for 400 gil.
(Black Mage Village (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

---ARM GEAR---

AEGIS GLOVES

"Gloves worn exclusively by knights."

Useable by Steiner.

*

Defense+1, Evade+30, Magic Eva+10

Reduces Fire damage by 100%.

Provides Charge!.

*

Purchase for 7000 gil. (Daguerreo (Disc 4))

BONE WRIST

"Wristlet made from bones."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, and Amarant.

*

Strength+1, Evade+13, Magic Eva+9

Raises Earth attack.

Provides Add Status.

*

Synth with a Germinas Boots into a Magician Shoes for 1500 gil.

(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

Synth with a Stardust Rod into a Madain's Ring for 3000 gil.

(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

*

BRACER

"Bracer used by gamblers."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, and Amarant.

*

Strength+1, Evade+35, Magic Eva+18

Raises Wind attack.

Provides Add Status and Power Throw.

*

Synth from a Battle Boots and a Venetia Shield for 24000 gil.

(Black Mage Village (Disc 4))

BRONZE GLOVES

"Gloves made of bronze."

Useable by Steiner and Freya.

*

Spirit+1, Evade+8, Magic Eva+2

Provides Antibody.

*

Purchase for 480 gil. (Dali (Disc 4))

CHIMERA ARMLET

"Armlet adorned with Chimera wings."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, and Amarant.

*

Evade+22, Magic Eva+14

Reduces Holy damage by 100%.

Provides Mug and Add Status.

*

Synth with a Ruby into a Promist Ring for 6000 gil.

(Daguerreo (Disc 4))

*

Purchase for 1200 gil. (Lindblum (Disc 4))

DEFENSE GLOVES

"Protects you from various attacks."

Useable by Steiner and Freya.

*

Defense+1, Evade+25, Magic Def+1, Magic Eva+20

Reduces Fire/Ice/Thunder damage by 50%.

Provides HP+20%.

*

Purchase for 6000 gil. (Daguerreo (Disc 4))

DIAMOND GLOVES

"Gloves made of diamond."

Useable by Steiner and Freya.

*

Evade+19, Magic Eva+13

Reduces Water damage by 100%.

Provides Ability Up and Jelly.

*

DRAGON WRIST

"Wristlet made from dragon bones."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, Amarant, and Freya.

*

Spirit+1, Evade+28, Magic Def+1, Magic Eva+12

Reduces Shadow damage by 50%.

Provides Jelly and Lancer.

*

Synth with a Mythril Gloves into a Gauntlets for 8000 gil.

(Black Mage Village (Disc 4))

*

Purchase for 4800 gil. (Daguerreo (Disc 4))

EGOIST'S ARMLET

"Armllet made in the dark world."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, and Amarant.

*

Evade+20, Magic Eva+20

Reduces Shadow damage by 100%.

Provides Beast Killer and Level Up.

*

Synth with a Minerva's Plate into a Rubber Suit for 20000 gil.

(Black Mage Village (Disc 4))

*

Purchase for 2000 gil. (Daguerreo (Disc 4))

GAUNTLETS

"Gloves worn by swordsmen."

Useable by Steiner and Freya.

*

Speed+1, Evade+36, Magic Eva+7

Reduces Fire/Earth/Water/Wind damage by 50%.

Provides Cover.

*

Synth from a Mythril Gloves and a Dragon Wrist for 8000 gil.

(Black Mage Village (Disc 4))

GENJI GLOVES

"Very famous brand of glove."

Useable by Steiner and Freya.

*

Magic+2, Evade+27, Magic Eva+17

Provides High Tide.

*

GLASS ARMLET

"Armllet made of glass."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, and Amarant.

*

Evade+10, Magic Eva+7

Reduces Water damage by 50%.

Provides Steal Gil and Antibody.

*

Synth with a Leather Wrist into a Glass Buckle for 500 gil.

(Black Mage Village (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

Synth with a Magician Robe into a Light Robe for 20000 gil.

(Black Mage Village (Disc 4))

*

JADE ARMLET

"Armllet made of jade."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, and Amarant.

*

Magic Def+2, Magic Eva+27

Raises Holy attack.

Provides Body Temp and High Tide.

*

Synth with a Gaia Gear into a White Robe for 8000 gil.

(Daguerreo (Disc 4))

*

LEATHER WRIST

"Wristlet that raises Spirit when equipped."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, and Amarant.

*

Spirit+1, Evade+7, Magic Eva+5

Provides Beast Killer and Blizzard.

*

Synth with a Glass Armllet into a Glass Buckle for 500 gil.

(Black Mage Village (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

*

Purchase for 200 gil. (Dali (Disc 4))

Steal from Prison Cage.

MAGIC ARMLET

"Armllet packed with magic."

Useable by Vivi, Dagger, Eiko, and Quina.

*

Magic+2, Evade+16, Magic Def+1, Magic Eva+16

Provides Clear Headed and Silence.

*

Synth with a Soft into a Fairy Earrings for 3200 gil.

(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

*

Purchase for 1000 gil. (Madain Sari (Disc 4), Daguerreo (Disc 4), Treno (Disc 4))

MYTHRIL ARMLET

"Armllet made of mythril."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, and Amarant.

*

Spirit+1, Evade+17, Magic Eva+11

Provides Bug Killer.

*
Synth with a Sargatanas into a Thief Gloves for 50000 gil.
(Daguerreo (Disc 4))

*

MYTHRIL GLOVES

"Gloves made of mythril."

Useable by Steiner and Freya.

*

Spirit+1, Evade+13, Magic Eva+7

Provides Man Eater and Bug Killer.

*

Synth with a Dragon Wrist into a Gauntlets for 8000 gil.

(Black Mage Village (Disc 4))

*

Purchase for 980 gil. (Treno (Disc 4))

N-KAI ARMLET

"Armlet formerly worn by a ninja."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, and Amarant.

*

Spirit+2, Defense+2, Evade+27

Provides Bandit, Undead Killer, and Water.

*

Synth with a Gaia Gear into a Black Robe for 8000 gil.

(Daguerreo (Disc 4))

*

PEARL ARMLET

"Provides a southern, tropical feel."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, Amarant, Steiner, and Freya.

*

*

POWER WRIST

"Wristlet that raises Strength when equipped."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, and Amarant.

*

Strength+2, Evade+30, Magic Eva+10

Provides Accuracy+.

*

Purchase for 5100 gil. (Daguerreo (Disc 4))

SILVER GLOVES

"Combat gloves."

Useable by Steiner and Freya.

*

Evade+10, Magic Eva+5

Reduces Ice damage by 50%.

Provides Undead Killer.

*

Synth with a Javelin into a Save the Queen for 50000 gil.

(Memoria)

*

THIEF GLOVES

"Gloves used by thieves."

Useable by Zidane and Amarant.

*

Speed+1, Evade+26, Magic Eva+13

Provides Master Thief.

*

Synth from a Mythril Armlet and a Sargatanas for 50000 gil.

(Daguerreo (Disc 4))

THUNDER GLOVES

"Gloves with a thunder god's power dwelling inside."

Useable by Steiner and Freya.

*

Evade+16, Magic Eva+10

Raises Thunder attack.

Provides Devil Killer and Add Status.

*

Purchase for 1200 gil. (Lindblum (Disc 4), Treno (Disc 4))

VENETIA SHIELD

"Popular shield among soldiers."

Useable by Steiner and Freya.

*

Strength+1, Magic+1, Evade+17, Magic Def+1, Magic Eva+26

Provides Auto-Float and Counter.

*

Synth with a Battle Boots into a Bracer for 24000 gil.

(Black Mage Village (Disc 4))

*

WRIST

"Regular wristlet."

Useable by Zidane, Vivi, Dagger, Amarant, Quina, and Eiko.

*

Evade+5, Magic Eva+3

Provides Flee-Gil.

*

Synth with a Steepled Hat into a Cotton Robe for 1000 gil.

(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

*

Purchase for 130 gil. (Dali (Disc 4))

---ARMOR---

ADAMAN VEST

"Very durable vest."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, and Amarant.

*

Defense+14, Magic Def+2

Reduces Fire damage by 50%.

Provides Stone Killer and Bird Killer.

*

Purchase for 1600 gil. (Madain Sari (Disc 4))

ALOHA T-SHIRT

"Provides a southern, tropical feel."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, Amarant, Steiner, and Freya.

*

*

BLACK ROBE

"Robe made for black mages."

Useable by Vivi and Quina.

*
Magic+2, Defense+43, Magic Def+4
Raises Shadow attack.
Provides MP+20%, Flare, and Reflectx2.

*
Synth with a White Robe into a Robe of Lords for 30000 gil.
(Memoria)

*
Synth from a Gaia Gear and an N-Kai Armlet for 8000 gil.
(Daguerreo (Disc 4))

BRAVE SUIT

"Extremely durable suit."
Useable by Zidane and Amarant.

*
Spirit+1, Defense+42
Raises Fire attack.
Provides Restore HP and Auto-Regen.

*
Synth from a Mythril Vest and a Mythril Rod for 26000 gil.
(Black Mage Village (Disc 4))

BRIGANDINE

"Clothes that raise Strength."
Useable by Zidane and Amarant.

*
Strength+1, Defense+20
Provides Ability Up and Return Magic.

*
Purchase for 4300 gil. (Lindblum (Disc 4), Treno (Disc 4))

BRONZE ARMOR

"Armor made of bronze."
Useable by Freya and Steiner.

*
Defense+9
Reduces Wind damage by 50%.
Provides Bird Killer.

*
Purchase for 650 gil. (Dali (Disc 4))

BRONZE VEST

"Plate made of bronze."
Useable by Zidane, Vivi, Dagger, Eiko, Quina, and Amarant.

*
Spirit+1, Defense+9, Magic Def+1
Provides Jelly.

CARABINI MAIL

"Armor protected by extraordinary powers."
Useable by Steiner and Freya.

*
Speed+1, Spirit+1, Defense+39, Magic Def+1
Provides Auto-Regen.

*
Purchase for 12300 gil. (Daguerreo (Disc 4))

CHAIN MAIL

"Armor made with chains."

Useable by Freya and Steiner.

*

Defense+12

Reduces Earth damage by 50%.

Provides HP+10% and Bird Killer.

*

Synth with a Glass Buckle into a Power Belt for 2000 gil.

(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

*

CHAIN PLATE

"Plate that provides brimming strength."

Useable by Zidane and Amarant.

*

Strength+1, Defense+10

Provides Devil Killer.

*

COTTON ROBE

"Ordinary robe."

Useable by Vivi, Dagger, Eiko, and Quina.

*

Strength+1, Magic+1, Defense+10, Magic Def+2

Provides Chemist and Shell.

*

Synth with a Mythril Fork into a Glutton's Robe for 6000 gil.

(Daguerreo (Disc 4))

*

Synth from a Wrist and a Steepled Hat for 1000 gil.

(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

DARK GEAR

"Gear that raises Spirit."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, and Amarant.

*

Spirit+3, Defense+37

Provides Clear Headed and Jelly.

*

Purchase for 16300 gil. (Black Mage Village (Disc 4))

DEMON'S MAIL

"Armor made in a dark world."

Useable by Steiner and Freya.

*

Defense+27

Raises Shadow attack.

Provides High Tide.

*

DEMON'S VEST

"Supposedly, a vest that belonged to a demon."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, and Amarant.

*

Magic+1, Defense+31

Reduces Shadow damage by 50%.

Provides Devil Killer, Auto-Potion, and Locomotion.

*

Purchase for 10250 gil. (Daguerreo (Disc 4))

DIAMOND ARMOR

"Armor made of diamond."

Useable by Steiner and Freya.

*

Strength+1, Magic+1, Defense+33, Magic Def+2

Provides Ability Up.

*

DRAGON MAIL

"Armor made from a dragon's scale."

Useable by Freya.

*

Strength+1, Magic+1, Defense+42

Provides High Jump.

*

Purchase for 14000 gil. (Daguerreo (Disc 4))

GAIA GEAR

"Robe blessed by the earth god."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, and Amarant.

*

Defense+25, Magic Def+2

Raises Earth attack.

Provides Insomniac, High Tide, and Osmose.

*

Synth with a Jade Armband into a White Robe for 8000 gil.

(Daguerreo (Disc 4))

Synth with an N-Kai Armband into a Black Robe for 8000 gil.

(Daguerreo (Disc 4))

*

GENJI ARMOR

"Very famous brand of armor."

Useable by Steiner and Freya.

*

Magic+2, Defense+45, Magic Def+1

Provides Body Temp and Accuracy+.

*

GLUTTON'S ROBE

"Robe worn by Qus."

Useable by Quina.

*

Strength+1, Magic+1, Defense+41, Magic Def+4

Provides Antibody, Body Temp, and Auto-Regen.

*

Synth from a Mythril Fork and a Cotton Robe for 6000 gil.

(Daguerreo (Disc 4))

GOLD ARMOR

"Armor made of gold."

Useable by Steiner and Freya.

*

Magic+1, Defense+19

Provides Stone Killer.

*

GRAND ARMOR

"The greatest armor."

Useable by Steiner and Freya.

*

Strength+1, Defense+59

Reduces Shadow damage by 50%.

Provides Chemist and Restore HP.

*

Synth from a Mythril Sword and a Mythril Armor for 45000 gil.

(Black Mage Village (Disc 4))

JUDO UNIFORM

"Clothes from a foreign land."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, and Amarant.

*

Strength+1, Spirit+1, Defense+23

Provides Distract and HP+10%.

*

LEATHER PLATE

"Plate worn for combat."

Useable by Zidane and Amarant.

*

Defense+8

Reduces Ice damage by 50%.

Provides Chakra.

*

LEATHER SHIRT

"Clothes made of leather."

Useable by Zidane, Vivi, Dagger, Amarant, Quina, and Eiko.

*

Defense+6

Provides Protect Girls.

*

Synth with a Leather Hat into a Desert Boots for 300 gil.

(Black Mage Village (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

*

Purchase for 270 gil. (Dali (Disc 4))

LIGHT ROBE

"Robe possessed by the spirit of light."

Useable by Vivi, Dagger, Eiko, and Quina.

*

Strength+1, Magic+1, Spirit+1, Defense+41, Magic Def+6

Raises Holy/Shadow attack.

Provides Half MP, Auto-Regen, and Full-Life.

*

Synth from a Magician Robe and a Glass Armllet for 20000 gil.

(Black Mage Village (Disc 4))

LINEN CUIRASS

"Armor packed with magic."

Useable by Steiner and Freya.

*

Magic+1, Defense+10

Provides Cover.

*

Synth with a Soft into a Gold Choker for 1300 gil.

(Black Mage Village (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

*

Purchase for 800 gil. (Treno (Disc 4))

MAGICIAN CLOAK

"Cloak that holds magic powers."

Useable by Vivi, Dagger, Eiko, and Quina.

*

Magic+1, Defense+15, Magic Def+2

Raises Ice attack.

Provides Insomniac and MP+10%.

*

Synth with a Mage Staff into a Magician Robe for 3000 gil.

(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

*

Purchase for 1850 gil. (Madain Sari (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

MAGICIAN ROBE

"Robe made for mages."

Useable by Vivi, Dagger, Eiko, and Quina.

*

Magic+2, Defense+21, Magic Def+3

Provides Auto-Potion and MP+10%.

*

Synth with a Glass Armllet into a Light Robe for 20000 gil.

(Black Mage Village (Disc 4))

*

Synth from a Mage Staff and a Magician Cloak for 3000 gil.

(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

MAXIMILLIAN

"Armor worn exclusively by knights."

Useable by Steiner.

*

Spirit+3, Defense+54

Provides MP+20%.

*

MINERVA'S PLATE

"Plate worn by women."

Useable by Dagger, Eiko, and Freya.

*

Strength+1, Magic+2, Defense+34, Magic Def+1

Provides Restore HP and High Tide.

*

Synth with an Egoist's Armllet into a Rubber Suit for 20000 gil.

(Black Mage Village (Disc 4))

*

Purchase for 12200 gil. (Daguerreo (Disc 4))

MYTHRIL ARMOR

"Armor made of mythril."

Useable by Steiner and Freya.

*

Defense+15

Reduces Water damage by 50%.

Provides Jelly and Cover.

*

Synth with a Mythril Sword into a Grand Armor for 45000 gil.

(Black Mage Village (Disc 4))

*

Purchase for 1830 gil. (Lindblum (Disc 4), Treno (Disc 4))

MYTHRIL VEST

"Vest braided with mythril."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, and Amarant.

*

Defense+12

Reduces Water damage by 50%.

Provides Auto-Potion.

*

Synth with a Mythril Rod into a Brave Suit for 26000 gil.

(Black Mage Village (Disc 4))

*

NINJA GEAR

"Gear that makes you light-footed."

Useable by Zidane and Amarant.

*

Speed+1, Defense+35

Absorbs Shadow.

Provides Alert, Locomotion, and Eye 4 Eye.

*

Purchase for 14000 gil. (Daguerreo (Disc 4))

PLATE MAIL

"Armor that raises Spirit."

Useable by Steiner and Freya.

*

Spirit+1, Defense+17, Magic Def+1

Provides Locomotion and Undead Killer.

*

Purchase for 2320 gil. (Lindblum (Disc 4), Treno (Disc 4))

PLATINA ARMOR

"Armor made of platinum."

Useable by Steiner and Freya.

*

Defense+36

Reduces Ice damage by 100%.

Provides Beast Killer.

*

Purchase for 10500 gil. (Daguerreo (Disc 4))

POWER VEST

"Raises Strength."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, and Amarant.

*

Strength+2, Defense+27

Provides Stone Killer, Gamble Defense, and Counter.

*

ROBE OF LORDS

"The greatest robe."

Useable by Vivi, Dagger, Eiko, and Quina.

*

Speed+1, Strength+1, Magic+1, Spirit+1, Defense+46, Magic Def+5

Reduces Wind damage by 100%.

Provides Reflect-Null and Concentrate.

*

Synth from a White Robe and a Black Robe for 30000 gil.

(Memoria)

RUBBER SUIT

"Suit worn by women."

Useable by Dagger, Eiko, and Freya.

*

Defense+39, Evade+2, Magic Def+1, Magic Eva+3

Reduces Thunder damage by 100%.

Provides Eye 4 Eye and Esuna.

*

Synth from a Minerva's Plate and an Egoist's Armlet for 20000 gil.

(Black Mage Village (Disc 4))

SHIELD ARMOR

"Armor that provides excellent protection."

Useable by Steiner and Freya.

*

Defense+23, Magic Def+5

Reduces Fire/Ice/Thunder damage by 50%.

Provides Distract.

*

SILK ROBE

"Robe made of silk."

Useable by Vivi, Dagger, Eiko, and Quina.

*

Strength+1, Magic+1, Defense+16, Magic Def+2

Provides Ability Up and Loudmouth.

*

Synth from a Silk Shirt and a Bandana for 2000 gil.

(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

SILK SHIRT

"Silk burns easily."

Useable by Zidane, Vivi, Dagger, Eiko, and Quina.

*

Defense+7

Reduces Thunder damage by 50%.

Provides Cure and Thunder.

*

Synth with a Bandana into a Silk Robe for 2000 gil.

(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

*

Purchase for 400 gil. (Dali (Disc 4))

Steal from Steiner.

SURVIVAL VEST

"Vest that raises Spirit."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, and Amarant.

*

Spirit+2, Defense+17

Provides Locomotion, Antibody, and Mug.

*

Synth with a Twist Headband into a Black Belt for 4000 gil.

(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

*

Purchase for 2900 gil. (Madain Sari (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

TIN ARMOR

""

Useable by ???.

*

*
Synth from a Hammer and an Ore for 50000 gil.
(Memoria)

WHITE ROBE

"Robe made for white mages."
Useable by Dagger and Eiko.

*
Magic+2, Defense+42, Magic Def+4
Raises Holy attack.
Provides Loudmouth, Auto-Potion, and Holy.

*
Synth with a Black Robe into a Robe of Lords for 30000 gil.
(Memoria)

*
Synth from a Gaia Gear and a Jade Armlet for 8000 gil.
(Daguerreo (Disc 4))

---HEAD GEAR---

ADAMAN HAT

"Extremely durable hat."
Useable by Zidane, Vivi, Dagger, Eiko, Quina, and Amarant.

*
Defense+3, Magic Def+33
Reduces Thunder damage by 100%.
Provides HP+20% and Gamble Defense.

*
Purchase for 6100 gil. (Daguerreo (Disc 4))

BANDANA

"Mysterious bandana that makes you light-footed."
Useable by Zidane, Vivi, Dagger, Eiko, Quina, and Amarant.

*
Speed+1, Spirit+1, Evade+2, Magic Def+12
Provides Man Eater and Insomniac.

*
Synth with a Silk Shirt into a Silk Robe for 2000 gil.
(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

BARBUT

"Headgear that raises Spirit."
Useable by Steiner and Freya.

*
Spirit+2, Magic Def+9
Provides Alert and Dragon Killer.

*
Synth with a Needle Fork into a Barette for 1800 gil.
(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

BLACK HOOD

"Hood from a foreign land."
Useable by Zidane, Vivi, Dagger, Eiko, and Quina.

*
Magic Def+27
Reduces Fire/Thunder/Water damage by 50%.
Provides Accuracy+, Locomotion, and Death.

*

BRONZE HELM

"Helm made of bronze."

Useable by Steiner and Freya.

*

Magic Def+6

Reduces Water damage by 50%.

Provides Bug Killer.

*

Purchase for 330 gil. (Dali (Disc 4))

CIRCLET

"Circlet protected by magic."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, and Amarant.

*

Magic Def+51

Reduces Earth damage by 100%.

Provides Jelly and Clear Headed.

*

Synth from a Coronet and a Rosetta Ring for 20000 gil.

(Black Mage Village (Disc 4))

CORONET

"Coronet that radiates a mysterious light."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, and Amarant.

*

Defense+1, Magic Def+35

Reduces Wind damage by 100%.

Provides Man Eater and Return Magic.

*

Synth with a Rosetta Ring into a Circlet for 20000 gil.

(Black Mage Village (Disc 4))

*

Purchase for 4400 gil. (Daguerreo (Disc 4))

CROSS HELM

"Helm that raises Strength."

Useable by Steiner and Freya.

*

Strength+1, Magic Def+16

Provides MP Attack and Devil Killer.

*

Synth with a Power Belt into a Grand Helm for 20000 gil.

(Black Mage Village (Disc 4))

*

DARK HAT

"Old hat, steeped in legend."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, and Amarant.

*

Magic Def+21

Reduces Ice damage by 100%.

Provides High Tide and Jelly.

*

Purchase for 1800 gil. (Lindblum (Disc 4))

DIAMOND HELM

"Helm made of diamond."

Useable by Steiner and Freya.

*
Spirit+1, Magic Def+20
Provides Accuracy+ and Insomniac.
*

FEATHER HAT

"Hat that raises Spirit."
Useable by Zidane, Vivi, Dagger, Eiko, and Quina.

*
Spirit+1, Magic Def+7
Raises Wind attack.
Provides Bright Eyes and Add Status.

*
Synth with a Steepled Hat into a Yellow Scarf for 400 gil.
(Black Mage Village (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

*
Purchase for 200 gil. (Dali (Disc 4))

FLASH HAT

"Holy hat."
Useable by Zidane, Vivi, Dagger, Eiko, and Amarant.

*
Speed+1, Evade+2, Magic Def+37
Raises Thunder/Holy attack.
Provides Eye 4 Eye and Beast Killer.

*
Purchase for 5200 gil. (Daguerreo (Disc 4))

GENJI HELMET

"Very famous brand of helmet."
Useable by Steiner and Freya.

*
Magic+2, Defense+2, Magic Def+29
Provides HP+20%.

*

GOLD HELM

"Helm made of gold."
Useable by Steiner and Freya.

*
Magic Def+13, Magic+1
Provides Mental Break, Reis's Wind, and Clear Headed.

*
Synth with a Golden Hairpin into a Golden Skullcap for 15000 gil.
(Black Mage Village (Disc 4))

*
Purchase for 1800 gil. (Lindblum (Disc 4), Treno (Disc 4))

GOLDEN HAIRPIN

"Hairpin that holds magic powers."
Useable by Zidane, Vivi, Dagger, Eiko, Quina, and Amarant.

*
Magic+1, Magic Def+32, Magic Eva+2
Raises Water attack.
Provides Auto-Regen and Loudmouth.

*
Synth with a Gold Helm into a Golden Skullcap for 15000 gil.
(Black Mage Village (Disc 4))

*
Purchase for 3700 gil. (Daguerreo (Disc 4))

GOLDEN SKULLCAP

"Known for providing great defense."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, and Amarant.

*

Defense+2, Magic Def+47

Reduces Earth damage by 50%.

Raises Water attack.

Provides Power Up and Locomotion.

*

Synth from a Gold Helm and a Golden Hairpin for 15000 gil.

(Black Mage Village (Disc 4))

GRAND HELM

"The greatest helmet."

Useable by Steiner and Freya.

*

Speed+1, Magic Def+33

Provides High Tide.

*

Synth from a Cross Helm and a Power Belt for 20000 gil.

(Black Mage Village (Disc 4))

GREEN BERET

"Improves movement."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, and Amarant.

*

Speed+1, Strength+1, Magic Def+23

Provides Ability Up and Clear Headed.

*

HEADGEAR

"Wearing it will make you popular."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, and Amarant.

*

Defense+2, Magic Def+6

Reduces Water damage by 50%.

Provides Undead Killer.

*

HOLY MITER

"Holy hat."

Useable by Vivi, Dagger, Eiko, and Quina.

*

Magic+1, Spirit+2, Magic Def+39

Provides Insomniac and Body Temp.

*

Purchase for 8300 gil. (Black Mage Village (Disc 4))

IRON HELM

"Helm made of iron."

Useable by Steiner and Freya.

*

Spirit+1, Magic Def+7

Provides Bright Eyes and Level Up.

*

KAISER HELM

"Helm that raises Strength and Magic."

Useable by Steiner and Freya.

*
Magic+1, Magic Def+26, Strength+1
Provides Eye 4 Eye.
*
Purchase for 7120 gil. (Daguerreo (Disc 4))

LAMIA'S TIARA
"Tiara worn by Lamia."
Useable by Dagger, Eiko, Quina, and Freya.

*
Magic+1, Spirit+1, Magic Def+17
Reduces Wind damage by 50%.
Provides Clear Headed, Confuse, and Float.

*
Synth with a Multina Racket into an Extension for 3500 gil.
(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

*
Purchase for 800 gil. (Madain Sari (Disc 4), Daguerreo (Disc 4), Treno (Disc 4))

LEATHER HAT
"Not a suitable item to wear in combat."
Useable by Zidane, Vivi, Dagger, Eiko, Quina, and Amarant.

*
Magic Def+6
Provides Fire.
*
Synth with a Leather Shirt into a Desert Boots for 300 gil.
(Black Mage Village (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

*
Purchase for 150 gil. (Dali (Disc 4))
Steal from Steiner.

MAGE'S HAT
"Hat that holds magic powers."
Useable by Vivi, Dagger, Eiko, and Quina.

*
Magic+1, Magic Def+14
Raises Holy/Shadow attack.
Provides Loudmouth and Fira.
*
Purchase for 600 gil. (Daguerreo (Disc 4))

MAGUS HAT
"Hat suited for mages."
Useable by Zidane, Vivi, Dagger, Eiko, and Quina.

*
Magic Def+10
Raises Ice attack.
Provides Slow.
*
Synth with a Rubber Helm into a Cachusha for 1000 gil.
(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

*
MANTRA BAND
"Draws on hidden strength."
Useable by Zidane, Vivi, Dagger, Eiko, Quina, and Amarant.

*
Magic+1, Spirit+1, Defense+1, Magic Def+19

Provides HP+20% and Antibody.

*

Purchase for 1500 gil. (Lindblum (Disc 4))

MYTHRIL HELM

"Helm made of mythril."

Useable by Steiner and Freya.

*

Spirit+1, Magic Def+11

Raises Holy attack.

Provides Insomniac and Antibody.

*

Purchase for 1000 gil. (Treno (Disc 4))

PLATINUM HELM

"Helm made of platinum."

Useable by Steiner and Freya.

*

Magic Def+23

Reduces Ice damage by 50%.

Provides Restore HP and Stone Killer.

*

Purchase for 4600 gil. (Daguerreo (Disc 4))

RED HAT

"Dark-red hat."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, and Amarant.

*

Defense+1, Magic Def+26

Raises Fire attack.

Provides MP Attack and Cover.

*

RITUAL HAT

"Hat worn for ceremonies and festivals in Conde Petie."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, and Amarant.

*

Strength+1, Defense+1, Magic Def+16

Provides Counter, Bright Eyes, and Undead Killer.

*

Purchase for 1000 gil. (Madain Sari (Disc 4), Treno (Disc 4))

RUBBER HELM

"Helm worn by soldier trainees."

Useable by Steiner and Freya.

*

Magic Def+5

Reduces Thunder damage by 50%.

Provides Minus Strike.

*

Synth with a Magus Hat into a Cachusha for 1000 gil.

(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

*

Purchase for 250 gil. (Dali (Disc 4))

STEEPLED HAT

"Hats worn by mages."

Useable by Zidane, Vivi, Dagger, Eiko, and Quina.

*

Strength+1, Magic Def+9

Provides Protect.

*

Synth with a Feather Hat into a Yellow Scarf for 400 gil.

(Black Mage Village (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

Synth with a Wrist into a Cotton Robe for 1000 gil.

(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

*

STRAW HAT

"Provides a southern, tropical feel."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, Amarant, Steiner, and Freya.

*

*

THIEF HAT

"Hats for thieves."

Useable by Zidane.

*

Speed+1, Evade+3, Magic Def+38

Provides Long Reach, Lucky Seven, and Mug.

*

Purchase for 7100 gil. (Black Mage Village (Disc 4))

TWIST HEADBAND

"Headband that raises Strength."

Useable by Zidane, Vivi, Dagger, Eiko, Quina, and Amarant.

*

Strength+1, Magic Def+17

Raises Earth attack.

Provides Gamble Defense and Add Status.

*

Synth with a Survival Vest into a Black Belt for 4000 gil.

(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

*

Purchase for 1200 gil. (Lindblum (Disc 4), Treno (Disc 4))

---OTHERS---

ANNOYNTMENT

"Cures Trouble."

Useable by ???.

*

*

Synth with an Ore into an Amethyst for 200 gil.

(Black Mage Village (Disc 4), Daguerreo (Disc 4), Memoria)

*

Purchase for 150 gil. (Black Mage Village (Disc 4), Madain Sari (Disc 4),

Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

ANTIDOTE

"Cures Venom and Poison."

Useable by ???.

*

*

Synth with an Ore into a Sapphire for 200 gil.

(Black Mage Village (Disc 4), Daguerreo (Disc 4), Memoria)

*

Purchase for 50 gil. (Black Mage Village (Disc 4), Madain Sari (Disc 4),

Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4),

DEAD PEPPER

"Deals damage to the target. If you give it to a chocobo..."

Useable by ???.

*

*

Synth with an Ore into a Lapis Lazuli for 400 gil.

(Black Mage Village (Disc 4), Memoria)

*

ECHO SCREEN

"Cures Silence."

Useable by ???.

*

*

Synth with a Vaccine into an Ether for 500 gil.

(Memoria)

*

Purchase for 50 gil. (Black Mage Village (Disc 4), Madain Sari (Disc 4),
Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

ELIXIR

"Fully restores HP and MP."

Useable by ???.

*

*

Synth with a Moonstone into a Pearl Rouge for 5000 gil.

(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

*

ETHER

"Restores 150 MP. The effect decreases if used in the field."

Useable by ???.

*

*

Synth from an Echo Screen and a Vaccine for 500 gil.

(Memoria)

EYE DROPS

"Cures Darkness."

Useable by ???.

*

*

Synth with an Ore into a Topaz for 100 gil.

(Black Mage Village (Disc 4), Daguerreo (Disc 4), Memoria)

*

Purchase for 50 gil. (Black Mage Village (Disc 4), Madain Sari (Disc 4),
Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4),
Dali (Disc 4), Alexandria, Prima Vista/Crash Site)

Dropped by Prison Cage or Dendrobium.

GYSAHL GREENS

"Cures Berserk. Item has no effect in the field. Chocobo's favorite food."

Useable by ???.

*

*

Synth with a Phoenix Down into a Phoenix Pinion for 300 gil.

(Memoria)

*

HAMMER

""

Useable by ???.

*
*

Synth with a Pumice into a Pumice Piece for 25000 gil.

(Memoria)

Synth with an Ore into a Tin Armor for 50000 gil.

(Memoria)

*

HI-POTION

"Restores 450 HP. The effect decreases if used in the field."

Useable by ???.

*
*

Purchase for 200 gil. (Black Mage Village (Disc 4), Daguerreo (Disc 4),
Lindblum (Disc 4), Treno (Disc 4))

Steal from Fang or Baku.

MAGIC TAG

"Cures Zombie."

Useable by ???.

*
*

Purchase for 100 gil. (Black Mage Village (Disc 4), Madain Sari (Disc 4),
Daguerreo (Disc 4), Lindblum (Disc 4))

PHOENIX DOWN

"Cures KO."

Useable by ???.

*
*

Synth with a Gysahl Greens into a Phoenix Pinion for 300 gil.

(Memoria)

*

Purchase for 150 gil. (Black Mage Village (Disc 4), Madain Sari (Disc 4),
Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4),
Dali (Disc 4), Alexandria, Prima Vista/Crash Site)

Dropped by Fang.

PINWHEEL

"Throwing weapon used with the command 'Throw.' It cannot be equipped."

Useable by ???.

*
*

Purchase for 200 gil. (Madain Sari (Disc 4), Lindblum (Disc 4))

POTION

"Restores 150 HP. The effect decreases if used in the field."

Useable by ???.

*
*

Synth with an Ore into an Opal for 100 gil.

(Black Mage Village (Disc 4), Daguerreo (Disc 4), Memoria)

*

Purchase for 50 gil. (Black Mage Village (Disc 4), Madain Sari (Disc 4),
Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4),
Dali (Disc 4), Alexandria, Prima Vista/Crash Site)

Steal from Masked Man, Fang, and Goblin.

REMEDY

"Cures various status abnormalities."

Useable by ???.

*

*

Synth with an Ore into a Garnet for 350 gil.

(Black Mage Village (Disc 4), Daguerreo (Disc 4), Memoria)

*

Purchase for 300 gil. (Black Mage Village (Disc 4), Daguerreo (Disc 4),
Lindblum (Disc 4), Treno (Disc 4))

RISING SUN

"Throwing weapon, more powerful than the Pinwheel. It is used with the
command 'Throw' and cannot be equipped."

Useable by ???.

*

*

Purchase for 500 gil. (Daguerreo (Disc 4))

SOFT

"Cures Petrify and Gradual Petrify."

Useable by ???.

*

*

Synth with an Ore into a Peridot for 100 gil.

(Black Mage Village (Disc 4), Daguerreo (Disc 4), Memoria)

Synth with a Linen Cuirass into a Gold Choker for 1300 gil.

(Black Mage Village (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

Synth with a Magic Armlet into a Fairy Earrings for 3200 gil.

(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

*

Purchase for 100 gil. (Black Mage Village (Disc 4), Madain Sari (Disc 4),
Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

TENT

"Restores HP and MP. If you ask a moogles, he will restore everyone's HP and
MP."

Useable by ???.

*

*

Purchase for 800 gil. (Black Mage Village (Disc 4), Madain Sari (Disc 4),
Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4),
Dali (Disc 4), Alexandria, Prima Vista/Crash Site)

Steal from Dendrobium.

VACCINE

"Cures Virus."

Useable by ???.

*

*

Synth with an Echo Screen into an Ether for 500 gil.

(Memoria)

*

Purchase for 100 gil. (Black Mage Village (Disc 4), Daguerreo (Disc 4))

WING EDGE

"Throwing weapon more powerful than the Rising Sun. It is used with the
command 'Throw' and cannot be equipped."

Useable by ???.

*

*

Synth with a Feather Boots into a Battle Boots for 6500 gil.

(Daguerreo (Disc 4))

*

---WEAPONS---

AIR RACKET

"Long-range combat racket."

Useable by Dagger and Eiko.

*

Attack+13

Wind attack.

Provides Scan and Panacea.

*

Synth with a Cachusha into a Priest's Racket for 11000 gil.

(Black Mage Village (Disc 4))

*

ANGEL BLESS

"Weapon with an angel's spirit dwelling inside."

Useable by Zidane.

*

Attack+44

Added Status: Confuse

Provides Thievery.

*

Synth from a Mythril Dagger and a Gladius for 9000 gil.

(Black Mage Village (Disc 4), Daguerreo (Disc 4), Lindblum (Disc 4),
Treno (Disc 4))

ASURA'S ROD

"Holy Rod."

Useable by Dagger.

*

Attack+27

Holy attack.

Provides Mini, Confuse, and Silence.

*

AVENGER

"Powerful claws that can kill opponents with one hit."

Useable by Amarant.

*

Attack+70

Added Status: KO

Provides Demi Shock and Counter.

*

Purchase for 16000 gil. (Daguerreo (Disc 4))

BISTRO FORK

"Popular fork among gourmands."

Useable by Quina.

*

Attack+68

Added Status: Sleep

Provides High Tide.

*
Purchase for 10300 gil. (Daguerreo (Disc 4))

BLOOD SWORD

"Sword varnished with blood."

Useable by Steiner.

*

Attack+24

Provides Darkside.

*

BROADSWORD

"Ordinary sword used in combat."

Useable by Steiner.

*

Attack+12

Provides Beast Killer.

*

Purchase for 330 gil. (Dali (Disc 4))

Steal from Prison Cage.

BUTTERFLY SWORD

"Standard thief's sword."

Useable by Zidane.

*

Attack+21

Added Status: Silence

Provides What's That!? and Protect Girls.

*

Synth from a Dagger and a Mage Masher for 300 gil.

(Black Mage Village (Disc 4))

CAT'S CLAWS

"Ordinary claws used for combat."

Useable by Amarant.

*

Attack+23

Provides Chakra and Counter.

*

Purchase for 4000 gil. (Treno (Disc 4))

CORAL SWORD

"Sword made of coral."

Useable by Steiner.

*

Attack+38

Thunder attack.

Provides Charge!.

*

Purchase for 4000 gil. (Lindblum (Disc 4), Treno (Disc 4))

CYPRESS PILE

"Weapon that radiates a mysterious light."

Useable by Vivi.

*

Attack+27

Added Status: Confuse

Provides Demi, Break, and Comet.

*

Purchase for 3200 gil. (Lindblum (Disc 4))

DAGGER

"Weapon used by thieves."

Useable by Zidane.

*

Attack+12

Provides Flee.

*

Synth with a Mage Masher into a Butterfly Sword for 300 gil.

(Black Mage Village (Disc 4))

*

Purchase for 320 gil. (Madain Sari (Disc 4), Treno (Disc 4), Dali (Disc 4))

DEFENDER

"Sword possessing a guardian angel."

Useable by Steiner.

*

Spirit+3, Attack+65

Reduces Ice/Thunder damage by 50%.

Provides Thunder Slash.

*

Purchase for 9340 gil. (Daguerreo (Disc 4))

DIAMOND SWORD

"Sword made of diamond."

Useable by Steiner.

*

Attack+42

Provides Power Break.

*

DRAGON'S CLAWS

""

Useable by ???.

*

*

Synth with a Tiger Fangs into a Duel Claws for 16000 gil.

(Black Mage Village (Disc 4))

*

DRAGON'S CLAWS

"Weapon made from a dragon's claw."

Useable by Amarant.

*

Attack+53

Water attack.

Provides No Mercy and Counter.

*

DRAGON'S HAIR

"Legendary spear made from the dragon king's hair. It is known as 'The Divider of Heaven.'"

Useable by Freya.

*

Attack+77

Provides Dragon Breath.

*

DUEL CLAWS

"Weapon once used by a legendary hero."

Useable by Amarant.

*

Attack+79

Added Status: Berserk

Provides Aura, No Mercy, and Counter.

*

Synth from a Dragon's Claws and a Tiger Fangs for 16000 gil.

(Black Mage Village (Disc 4))

EXCALIBUR

"Light sword used by holy knights."

Useable by Steiner.

*

Attack+77

Holy attack.

Provides Climhazzard.

*

EXPLODA

"Sword made by processing trouble knife."

Useable by Zidane.

*

Attack+31

Added Status: Trouble

Provides Sacrifice and Lucky Seven.

*

Synth from a Mage Masher and a Mythril Dagger for 1000 gil.

(Black Mage Village (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

FAIRY FLUTE

"Flute with an angel's power dwelling inside."

Useable by Eiko.

*

Attack+24

Provides Esuna, Haste, and Regen.

*

FLAME SABER

"Weapon with a fire spirit dwelling inside."

Useable by Steiner.

*

Attack+46

Added Status: Heat

Fire attack.

Provides Magic Break.

*

FLAME STAFF

"Staff with a divine fire power dwelling inside."

Useable by Vivi.

*

Attack+16

Fire attack.

Provides Fira and Sleep.

*

FORK

"Combat fork used by the Qu Clan."

Useable by Quina.

*

Attack+21

Provides High Tide.

*

Synth with a Desert Boots into a Germinas Boots for 900 gil.

(Black Mage Village (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

*

Purchase for 1100 gil. (Daguerreo (Disc 4))

GASTRO FORK

"Legendary fork known for its ability to crush anything."

Useable by Quina.

*

Attack+77

Added Status: Stop

Provides High Tide.

*

GLADIUS

"Light dagger that is easy to handle."

Useable by Zidane.

*

Attack+30

Added Status: Slow

Provides Annoy and Lucky Seven.

*

Synth with a Mythril Dagger into an Angel Bless for 9000 gil.

(Black Mage Village (Disc 4), Daguerreo (Disc 4), Lindblum (Disc 4),
Treno (Disc 4))

Synth with a Zorlin Shape into a Sargatanas for 12000 gil.

(Black Mage Village (Disc 4), Daguerreo (Disc 4))

*

Purchase for 2300 gil. (Madain Sari (Disc 4), Treno (Disc 4))

GOLEM'S FLUTE

"Flute with a golem's power dwelling inside."

Useable by Eiko.

*

Attack+17

Provides Auto-Regen, Cura, and Life.

*

Purchase for 2700 gil. (Madain Sari (Disc 4))

HAMELIN

"Flute that holds magic powers."

Useable by Eiko.

*

Attack+27

Provides Curaga, Might, and Jewel.

*

HEALING ROD

"Weapon that can restore the target's HP."

Useable by Dagger.

*

Attack+23

Provides Healer, Cura, and Life.

*

Purchase for 1770 gil. (Lindblum (Disc 4), Treno (Disc 4))

HEAVY LANCE

"Heavy weapon that can deal massive damage."

Useable by Freya.

*

Attack+42

Added Status: Stop

Provides Six Dragons.

*

HIGH MAGE STAFF

"Staff that holds powerful magic."

Useable by Vivi.

*

Attack+32

Added Status: Silence

Provides Meteor and Osmose.

*

Purchase for 6000 gil. (Black Mage Village (Disc 4))

HOLY LANCE

"Holy spear."

Useable by Freya.

*

Attack+62

Holy attack.

Provides Dragon's Crest and Reis's Wind.

*

Synth with a Madain's Ring into a Rosetta Ring for 24000 gil.
(Black Mage Village (Disc 4))

*

Purchase for 11000 gil. (Daguerreo (Disc 4))

ICE BRAND

"Weapon with an ice spirit dwelling inside."

Useable by Steiner.

*

Attack+35

Added Status: Freeze

Ice attack.

Provides Mental Break.

*

Purchase for 3780 gil. (Treno (Disc 4))

ICE LANCE

"Spear made of ice."

Useable by Freya.

*

Attack+31

Added Status: Freeze

Ice attack.

Provides White Draw.

*

Purchase for 2430 gil. (Lindblum (Disc 4), Treno (Disc 4))

ICE STAFF

"Staff with a divine ice power dwelling inside."

Useable by Vivi.

*

Attack+16

Ice attack.

Provides Blizzara and Slow.

*

IRON SWORD

"Sword made of iron."

Useable by Steiner.

*

Attack+16

Provides Minus Strike.

*

Purchase for 660 gil. (Dali (Disc 4))

Steal from Baku.

JAVELIN

"Spear used by dragon knights."

Useable by Freya.

*

Attack+18

Provides Dragon Killer.

*

Synth with a Silver Gloves into a Save the Queen for 50000 gil.

(Memoria)

*

KAIN'S LANCE

"Spear from the distant past."

Useable by Freya.

*

Attack+71

Added Status: Confuse

Provides Dragon's Crest, Cherry Blossom, and White Draw.

*

KAISER KNUCKLES

"Claws with a wind spirit dwelling inside."

Useable by Amarant.

*

Attack+75

Added Status: Trouble

Wind attack.

Provides Countdown, Curse, and Counter.

*

Purchase for 18000 gil. (Daguerreo (Disc 4))

LAMIA'S FLUTE

"Flute with Lamia's power dwelling inside."

Useable by Eiko.

*

Attack+21

Provides Float, Stona, and Silence.

*

Purchase for 3800 gil. (Lindblum (Disc 4), Treno (Disc 4))

LIGHTNING STAFF

"Staff with a divine thunder power dwelling inside."

Useable by Vivi.

*

Attack+16

Thunder attack.

Provides Thundara and Poison.

*

Synth with a Rod into a Coral Ring for 1200 gil.

(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

*

MACE OF ZEUS

"Legendary staff that once belonged to a grand magician."

Useable by Vivi.

*

Attack+35

Added Status: Mini

Provides Doomsday.

*

MAGE MASHER

"Weapon originally used for combating mages."

Useable by Zidane.

*

Attack+14

Added Status: Silence

Provides Detect and Flee.

*

Synth with a Dagger into a Butterfly Sword for 300 gil.

(Black Mage Village (Disc 4))

Synth two Mage Mashers into The Ogre for 700 gil.

(Black Mage Village (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

Synth with a Mythril Dagger into an Exploda for 1000 gil.

(Black Mage Village (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

*

Purchase for 500 gil. (Madain Sari (Disc 4), Treno (Disc 4), Dali (Disc 4))

Steal from Masked Man.

MAGE STAFF

"Staff used by black mages."

Useable by Vivi.

*

Attack+12

Provides Fire.

*

Synth with a Magician Cloak into a Magician Robe for 3000 gil.

(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

*

Purchase for 320 gil. (Dali (Disc 4))

MAGIC RACKET

"Long-range weapon that holds magic powers."

Useable by Dagger and Eiko.

*

Magic+2, Attack+23

Wind attack.

Raises Holy attack.

Provides Berserk, Mini, and Cure.

*

Purchase for 1350 gil. (Lindblum (Disc 4))

MASAMUNE

"Sword from a foreign land."

Useable by Zidane.

*

Attack+62, Magic+2

Added Status: Death Sentence

Provides Sacrifice.

*

Synth from a Zorlin Shape and an Orichalcon for 16000 gil.

(Black Mage Village (Disc 4))

MULTINA RACKET

"Long-range weapon that holds mysterious powers."

Useable by Dagger and Eiko.

*

Attack+17

Wind attack.

Provides Blind, Stona, and Shell.

*

Synth with a Lamia's Tiara into an Extension for 3500 gil.

(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

*

Purchase for 750 gil. (Madain Sari (Disc 4), Treno (Disc 4))

MYTHRIL CLAWS

"Claws made of mythril."

Useable by Amarant.

*

Attack+39

Provides Curse and Counter.

*

MYTHRIL DAGGER

"Thief's dagger made of mythril."

Useable by Zidane.

*

Attack+18

Provides Bandit.

*

Synth with a Mage Masher into an Exploda for 1000 gil.

(Black Mage Village (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

Synth two Mythril Daggers into a Rune Tooth for 2000 gil.

(Black Mage Village (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

Synth with a Gladius into an Angel Bless for 9000 gil.

(Black Mage Village (Disc 4), Daguerreo (Disc 4), Lindblum (Disc 4),
Treno (Disc 4))

*

Purchase for 950 gil. (Madain Sari (Disc 4), Treno (Disc 4))

MYTHRIL FORK

"Fork made of mythril."

Useable by Quina.

*

Attack+42

Provides High Tide.

*

Synth with a Cotton Robe into a Glutton's Robe for 6000 gil.

(Daguerreo (Disc 4))

*

Purchase for 4700 gil. (Lindblum (Disc 4))

MYTHRIL RACKET

"Long-range weapon made of mythril."

Useable by Dagger and Eiko.

*

Attack+27

Wind attack.

Provides Reflect, Shell, and Protect.

*

Purchase for 2250 gil. (Daguerreo (Disc 4))

MYTHRIL ROD

"Rod made of mythril."

Useable by Dagger.

*

Attack+14

Provides Life, Silence, and Shell.

*

Synth with a Mythril Vest into a Brave Suit for 26000 gil.

(Black Mage Village (Disc 4))

*

MYTHRIL SPEAR

"Spear made of mythril."

Useable by Freya.

*

Attack+20

Provides Reis's Wind.

*

MYTHRIL SWORD

"Sword made of mythril."

Useable by Steiner.

*

Attack+20

Provides Armor Break.

*

Synth with a Mythril Armor into a Grand Armor for 45000 gil.

(Black Mage Village (Disc 4))

*

NEEDLE FORK

"Mysterious fork that causes the opposite effect of 'Soft.'"

Useable by Quina.

*

Attack+34

Added Status: Petrify

Provides High Tide.

*

Synth with a Barbut into a Barette for 1800 gil.

(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

*

OAK STAFF

"Staff made from a legendary tree."

Useable by Vivi.

*

Attack+23

Added Status: Slow

Provides Stop, Bio, and Drain.

*

Purchase for 2400 gil. (Treno (Disc 4))

OBELISK

"Spear made from a magic stone."

Useable by Freya.

*
Attack+52
Added Status: Petrify
Provides Cherry Blossom and Initiative.

*
OCTAGON ROD
"Staff with a water god dwelling inside."
Useable by Vivi.

*
Attack+29
Added Status: Trouble
Absorbs Wind.
Raises Water attack.
Provides Firaga, Blizzaga, and Thundaga.

*
ORICHALCON
"The most powerful thief's dagger."
Useable by Zidane.

*
Attack+71, Speed+1
Provides Detect.

*
Synth with a Zorlin Shape into a Masamune for 16000 gil.
(Black Mage Village (Disc 4))

*
Purchase for 17000 gil. (Daguerreo (Disc 4))

PARTISAN
"Spear adorned with brilliant gems, originally made as a decoration."
Useable by Freya.

*
Attack+25
Provides Lancer and High Tide.

*
Purchase for 1600 gil. (Lindblum (Disc 4), Treno (Disc 4))

POISON KNUCKLES
"Combat Knuckles."
Useable by Amarant.

*
Attack+33
Added Status: Poison
Provides Spare Change and Counter.

*
Purchase for 5000 gil. (Madain Sari (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

PRIEST'S RACKET
"Long-range holy racket."
Useable by Dagger and Eiko.

*
Attack+35
Wind attack.
Provides Silence and Might.

*
Synth from an Air Racket and a Cachusha for 11000 gil.
(Black Mage Village (Disc 4))

RAGNAROK

"Knight sword bearing divine inscriptions."

Useable by Steiner.

*

Attack+87

Added Status: Slow

Provides Shock and Thunder Slash.

*

ROD

"Combat rod."

Useable by Dagger.

*

Attack+11

Provides Cure, Panacea, and Protect.

*

Synth with a Lightning Staff into a Coral Ring for 1200 gil.

(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

*

Purchase for 260 gil. (Dali (Disc 4))

RUNE BLADE

"Weapon that has Rune inscriptions."

Useable by Steiner.

*

Attack+57

Added Status: Darkness

Provides Iai Strike.

*

RUNE CLAWS

"Legendary combat claws that use the power of darkness to unleash a destructive force beyond imagination."

Useable by Amarant.

*

Attack+83

Added Status: Darkness

Provides Demi Shock, Revive, and Spare Change.

*

RUNE TOOTH

"Also known as 'The Viper.'"

Useable by Zidane.

*

Attack+37

Added Status: Poison

Provides Lucky Seven.

*

Synth from two Mythril Daggers for 2000 gil.

(Black Mage Village (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

SARGATANAS

"Sword made by processing 'Epitaph's Fragment.'"

Useable by Zidane.

*

Attack+53

Added Status: Petrify

Provides Annoy.

*

Synth with a Mythril Armlet into a Thief Gloves for 50000 gil.

(Daguerreo (Disc 4))

*

Synth from a Gladius and a Zorlin Shape for 12000 gil.
(Black Mage Village (Disc 4), Daguerreo (Disc 4))

SAVE THE QUEEN

"Long sword used by holy knights."

Useable by ???.

*

Reduces Fire damage by 50%.

*

Synth from a Javelin and a Silver Gloves for 50000 gil.
(Memoria)

SCISSOR FANGS

"Weapon with deadly venom on the tip."

Useable by Amarant.

*

Attack+45

Added Status: Venom

Provides Aura and Counter.

*

SILVER FORK

"Fork made of silver."

Useable by Quina.

*

Attack+53

Added Status: Slow

Provides High Tide.

*

SIREN'S FLUTE

"Flute with a siren's power dwelling inside."

Useable by Eiko.

*

Attack+30

Provides Full-Life, Dispel, and Esuna.

*

Purchase for 7000 gil. (Black Mage Village (Disc 4))

STARDUST ROD

"Rod adorned with beautiful stars."

Useable by Dagger.

*

Spirit+2, Attack+16

Reduces Shadow damage by 50%.

Provides Ability Up, Reflect, and Float.

*

Synth with a Bone Wrist into a Madain's Ring for 3000 gil.
(Daguerreo (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

*

Purchase for 760 gil. (Treno (Disc 4))

THE OGRE

"Standard thief's sword."

Useable by Zidane.

*

Attack+24

Added Status: Darkness

Provides Soul Blade.

*

Synth from two Mage Mashers for 700 gil.

(Black Mage Village (Disc 4), Lindblum (Disc 4), Treno (Disc 4))

THE TOWER

"Weapon that defines a great thief."

Useable by Zidane.

*

Attack+86

Added Status: Mini

Provides Lucky Seven and Thievery.

*

TIGER FANGS

"Long, sharp claws."

Useable by Amarant.

*

Attack+62

Provides Revive and Counter.

*

Synth with a Dragon's Claws into a Duel Claws for 16000 gil.

(Black Mage Village (Disc 4))

*

TIGER RACKET

"The most powerful long-range racket."

Useable by Dagger and Eiko.

*

Attack+45

Wind attack.

Provides Dispel.

*

TRIDENT

"Also known as 'The Spear of Enchantment.'"

Useable by Freya.

*

Attack+37

Added Status: Darkness

Provides Luna.

*

ULTIMA SWORD

"Sword that can only be used by chosen knights."

Useable by Steiner.

*

Attack+74

Added Status: Sleep

Provides Stock Break.

*

Purchase for 14000 gil. (Daguerreo (Disc 4))

ULTIMA WEAPON

"Considered the most powerful weapon in the world."

Useable by Zidane.

*

Attack+100

Added Status: Sleep

Provides Flee.

*

WHALE WHISKER

"Legendary weapon that holds powerful magic."

Useable by Dagger.

*

Attack+36

Provides Curaga and Life.

*

WIZARD ROD

"Rod used by mages."

Useable by Dagger.

*

Attack+31

Provides Curaga, Protect, and Shell.

*

Purchase for 3990 gil. (Black Mage Village (Disc 4))

ZORLIN SHAPE

"Popular weapon among thieves."

Useable by Zidane.

*

Attack+42

Provides Flee.

*

Synth with a Gladius into a Sargatanas for 12000 gil.

(Black Mage Village (Disc 4), Daguerreo (Disc 4))

Synth with an Orichalcon into a Masamune for 16000 gil.

(Black Mage Village (Disc 4))

*

--ABILITIES--

Here is a listing of all of the abilities in the game. This list is primarily useful for determining what items will teach you a specific ability. The main missing information here is the AP cost of learning the ability. That is the number (or lack thereof) in parentheses next to a person's name in the support ability section. Currently, Dagger's summons and spells are mixed together and Eiko's are the same. I may separate them out if people don't like this structure.

---AMARANT'S FLAIRS---

AURA

"Casts Auto-Life and Regen on one party member."

Takes 12 MP.

Learned in ??? AP.

*

Learned from Duel Claws and Scissor Fangs.

CHAKRA

"Restores HP and MP of one party member."

Takes 4 MP.

Learned in ??? AP.

*

Learned from Leather Plate and Cat's Claws.

COUNTDOWN

"Casts Doom on the enemy."

Takes 16 MP.

Learned in ??? AP.

*

Learned from Kaiser Knuckles.

CURSE

"Makes the enemy weak against some elemental property."

Takes 12 MP.

Learned in ??? AP.

*

Learned from Mythril Claws and Kaiser Knuckles.

DEMI SHOCK

"Amount of damage depends on enemy's HP."

Takes 20 MP.

Learned in ??? AP.

*

Learned from Rune Claws and Avenger.

NO MERCY

"Causes Non-elemental damage to the enemy."

Takes 12 MP.

Learned in ??? AP.

*

Learned from Duel Claws and Dragon's Claws.

REVIVE

"Recover from KO."

Takes 20 MP.

Learned in ??? AP.

*

Learned from Rebirth Ring, Rune Claws, and Tiger Fangs.

SPARE CHANGE

"Causes Non-elemental damage to the enemy by using Gil."

Takes 0 MP.

Learned in ??? AP.

*

Learned from Poison Knuckles and Rune Claws.

---DAGGER'S SPELLS AND SUMMONS---

ARK

"Causes Shadow damage to all enemies."

Takes 80 MP.

Learned in ??? AP.

*

Learned from Pumice.

ATOMOS

"Reduces all enemy's HP. Amount of damage depends on targets' HP."

Takes 32 MP.

Learned in ??? AP.

*

Learned from Amethyst.

BAHAMUT

"Causes Non-elemental damage to all enemies."

Takes 56 MP.

Learned in ??? AP.

*

Learned from Garnet.

BERSERK

"Causes single/multiple targets to attack uncontrollably."

Takes 6 MP.

Learned in ??? AP.

*

Learned from Magic Racket.

BLIND

"Causes Darkness, which hinders accuracy of physical attacks."

Takes 6 MP.

Learned in ??? AP.

*

Learned from Magician Shoes and Multina Racket.

CONFUSE

"Causes Confuse, which makes single/multiple targets erratic."

Takes 8 MP.

Learned in ??? AP.

*

Learned from Asura's Rod and Lamia's Tiara.

CURA

"Restores a lot of HP of single/multiple targets."

Takes 10 MP.

Learned in ??? AP.

*

Learned from Healing Rod, Barette, and Golem's Flute.

CURAGA

"Restores big-time HP of single/multiple targets."

Takes 22 MP.

Learned in ??? AP.

*

Learned from Wizard Rod, Whale Whisker, and Hamelin.

CURE

"Restores HP of single/multiple targets."

Takes 6 MP.

Learned in ??? AP.

*

Learned from Silk Shirt, Rod, and Magic Racket.

FLOAT

"Allows single/multiple targets to float in the air."

Takes 6 MP.

Learned in ??? AP.

*

Learned from Feather Boots, Stardust Rod, Lamia's Tiara, and Lamia's Flute.

IFRIT

"Causes Fire damage to all enemies."

Takes 26 MP.

Learned in ??? AP.

*

Learned from Topaz.

LEVIATHAN

"Causes Water damage to all enemies."

Takes 42 MP.

Learned in ??? AP.

*

Learned from Aquamarine.

LIFE

"Recover from KO."

Takes 8 MP.

Learned in ??? AP.

*

Learned from Rebirth Ring, Mythril Rod, Healing Rod, Whale Whisker, Cachusha, and Golem's Flute.

MINI

"Makes single/multiple targets smaller."

Takes 8 MP.

Learned in ??? AP.

*

Learned from Feather Boots, Magic Racket, and Asura's Rod.

ODIN

"Causes KO to all enemies."

Takes 28 MP.

Learned in ??? AP.

*

Learned from Dark Matter.

PANACEA

"Removes Venom and Poison."

Takes 4 MP.

Learned in ??? AP.

*

Learned from Rod and Air Racket.

PROTECT

"Reduces damage from physical attacks."

Takes 6 MP.

Learned in ??? AP.

*

Learned from Steepled Hat, Desert Boots, Rod, Mythril Racket, and Wizard Rod.

RAMUH

"Causes Thunder damage to all enemies."

Takes 22 MP.

Learned in ??? AP.

*

Learned from Peridot.

REFLECT

"Reflects magic attacks back onto caster."

Takes 6 MP.

Learned in ??? AP.

*

Learned from Ruby, Reflect Ring, Stardust Rod, and Mythril Racket.

SCAN

"Scan enemy to determine HP, MP, and weaknesses."

Takes 4 MP.

Learned in ??? AP.

*

Learned from Desert Boots and Air Racket.

SHELL

"Reduces damage from magic attacks."

Takes 6 MP.

Learned in ??? AP.

*

Learned from Gold Choker, Cotton Robe, Mythril Rod, Multina Racket, Mythril Racket, and Wizard Rod.

SHIVA

"Causes Ice damage to all enemies."

Takes 24 MP.

Learned in ??? AP.

*

Learned from Opal.

SILENCE

"Causes Silence, which disables magic in single/multiple targets."

Takes 8 MP.

Learned in ??? AP.

*

Learned from Magic Armlet, Mythril Rod, Asura's Rod, Priest's Racket, and Lamia's Flute.

STONA

"Removes Petrify and Gradual Petrify."

Takes 8 MP.

Learned in ??? AP.

*

Learned from Multina Racket and Lamia's Flute.

---EIKO'S SPELLS AND SUMMONS---

CARBUNCLE

"Casts Reflect on all party members."

Takes 24 MP.

Learned in ??? AP.

*

Learned from Ruby.

CURA

"Restores a lot of HP of single/multiple targets."

Takes 10 MP.

Learned in ??? AP.

*

Learned from Healing Rod, Barette, and Golem's Flute.

CURAGA

"Restores big-time HP of single/multiple targets."

Takes 22 MP.

Learned in ??? AP.

*

Learned from Wizard Rod, Whale Whisker, and Hamelin.

CURE

"Restores HP of single/multiple targets."

Takes 6 MP.

Learned in ??? AP.

*

Learned from Silk Shirt, Rod, and Magic Racket.

DISPEL

"Removes abnormal status caused by magic attacks."

Takes 16 MP.

Learned in ??? AP.

*

Learned from Tiger Racket and Siren's Flute.

ESUNA

"Removes various abnormal status effects."

Takes 20 MP.

Learned in ??? AP.

*

Learned from Rubber Suit, Fairy Flute, and Siren's Flute.

FENRIR

"Causes Earth damage to all enemies."

Takes 30 MP.

Learned in ??? AP.

*

Learned from Sapphire.

FLOAT

"Allows single/multiple targets to float in the air."

Takes 6 MP.

Learned in ??? AP.

*

Learned from Feather Boots, Stardust Rod, Lamia's Tiara, and Lamia's Flute.

FULL-LIFE

"Recover from KO with full HP."

Takes 24 MP.

Learned in ??? AP.

*

Learned from Light Robe and Siren's Flute.

HASTE

"Speeds up ATB Gauge."

Takes 8 MP.

Learned in ??? AP.

*

Learned from Emerald, Running Shoes, and Fairy Flute.

HOLY

"Causes Holy damage."

Takes 36 MP.

Learned in ??? AP.

*

Learned from White Robe.

JEWEL

"Extracts Ore from a target."

Takes 4 MP.

Learned in ??? AP.

*

Learned from Hamelin.

LIFE

"Recover from KO."

Takes 8 MP.

Learned in ??? AP.

*

Learned from Rebirth Ring, Mythril Rod, Healing Rod, Whale Whisker, Cachusha, and Golem's Flute.

MADEEN

"Causes Holy damage to all enemies."

Takes 54 MP.

Learned in ??? AP.

*

Learned from Ribbon.

MIGHT

"Raises physical attack power."

Takes 14 MP.

Learned in ??? AP.

*

Learned from Priest's Racket and Hamelin.

MINI

"Makes single/multiple targets smaller."

Takes 8 MP.

Learned in ??? AP.

*

Learned from Feather Boots, Magic Racket, and Asura's Rod.

PANACEA

"Removes Venom and Poison."

Takes 4 MP.

Learned in ??? AP.

*

Learned from Rod and Air Racket.

PHOENIX

"Causes Fire damage to all enemies, and all party members recover from KO."

Takes 32 MP.

Learned in ??? AP.

*

Learned from Phoenix Pinion.

PROTECT

"Reduces damage from physical attacks."

Takes 6 MP.

Learned in ??? AP.

*

Learned from Steepled Hat, Desert Boots, Rod, Mythril Racket, and Wizard Rod.

REFLECT

"Reflects magic attacks back onto caster."

Takes 6 MP.

Learned in ??? AP.

*

Learned from Ruby, Reflect Ring, Stardust Rod, and Mythril Racket.

REGEN

"Gradually restores HP."

Takes 14 MP.

Learned in ??? AP.

*

Learned from Fairy Earrings and Fairy Flute.

SHELL

"Reduces damage from magic attacks."

Takes 6 MP.

Learned in ??? AP.

*

Learned from Gold Choker, Cotton Robe, Mythril Rod, Multina Racket, Mythril Racket, and Wizard Rod.

SILENCE

"Causes Silence, which disables magic in single/multiple targets."

Takes 8 MP.

Learned in ??? AP.

*

Learned from Magic Armlet, Mythril Rod, Asura's Rod, Priest's Racket, and Lamia's Flute.

STONA

"Removes Petrify and Gradual Petrify."

Takes 8 MP.

Learned in ??? AP.

*

Learned from Multina Racket and Lamia's Flute.

---FREYA'S DRAGONS---

CHERRY BLOSSOM

"Causes Non-elemental damage to all enemies."

Takes 46 MP.

Learned in ??? AP.

*

Learned from Obelisk and Kain's Lance.

DRAGON BREATH

"Reduces HP of all enemies."

Takes 78 MP.

Learned in ??? AP.

*

Learned from Dragon's Hair.

DRAGON'S CREST

"Deals physical damage to the enemy."

Takes 16 MP.

Learned in ??? AP.

*

Learned from Holy Lance and Kain's Lance.

LANCER

"Reduces the enemy's HP and MP."

Takes 10 MP.

Learned in ??? AP.

*
Learned from Dragon Wrist, Coral Ring, and Partisan.

LUNA

"Causes Berserk to all targets."

Takes 12 MP.

Learned in ??? AP.

*

Learned from Trident.

REIS'S WIND

"Casts Regen on all party members."

Takes 12 MP.

Learned in ??? AP.

*

Learned from Angel Earrings, Gold Helm, Mythril Spear, and Holy Lance.

SIX DRAGONS

"See for yourself."

Takes 28 MP.

Learned in ??? AP.

*

Learned from Heavy Lance.

WHITE DRAW

"Restores MP of all party members."

Takes 36 MP.

Learned in ??? AP.

*

Learned from Emerald, Ice Lance, and Kain's Lance.

---STEINER'S SWORD ARTS---

ARMOR BREAK

"Reduces the enemy's Defense."

Takes 4 MP.

Learned in ??? AP.

*

Learned from Mythril Sword.

CHARGE!

"Makes all Near Death party members 'Attack.'"

Takes 10 MP.

Learned in ??? AP.

*

Learned from Coral Sword and Aegis Gloves.

CLIMHAZZARD

"Causes Non-elemental damage to all enemies."

Takes 32 MP.

Learned in ??? AP.

*

Learned from Excalibur.

DARKSIDE

"Reduces your HP to cause Shadow damage to the enemy."

Takes 0 MP.

Learned in ??? AP.

*

Learned from Blood Sword.

IAI STRIKE

"Knocks Out the target."

Takes 16 MP.

Learned in ??? AP.

*

Learned from Rune Blade.

MAGIC BREAK

"Reduces the enemy's Magic."

Takes 4 MP.

Learned in ??? AP.

*

Learned from Flame Saber.

MENTAL BREAK

"Reduces the enemy's Magic Def."

Takes 8 MP.

Learned in ??? AP.

*

Learned from Ice Brand and Gold Helm.

MINUS STRIKE

"Damages with the difference between your max HP and current HP."

Takes 8 MP.

Learned in ??? AP.

*

Learned from Iron Sword and Rubber Helm.

POWER BREAK

"Reduces the enemy's Attack Pwr."

Takes 8 MP.

Learned in ??? AP.

*

Learned from Diamond Sword.

SHOCK

"Deals physical damage to the enemy."

Takes 46 MP.

Learned in ??? AP.

*

Learned from Ragnarok.

STOCK BREAK

"Causes Non-elemental damage to all enemies."

Takes 26 MP.

Learned in ??? AP.

*

Learned from Ultima Sword.

THUNDER SLASH

"Causes Thunder damage to the enemy."

Takes 24 MP.

Learned in ??? AP.

*

Learned from Defender and Ragnarok.

---VIVI'S SPELLS---

BIO

"Causes Non-elemental damage and Poison to single/multiple targets."

Takes 18 MP.

Learned in ??? AP.

*

Learned from Oak Staff.

BLIZZAGA

"Causes big-time Ice damage to single/multiple targets."

Takes 24 MP.

Learned in ??? AP.

*

Learned from Octagon Rod.

BLIZZARA

"Causes a lot of Ice damage to single/multiple targets."

Takes 12 MP.

Learned in ??? AP.

*

Learned from Opal and Ice Staff.

BLIZZARD

"Causes Ice damage to single/multiple targets."

Takes 6 MP.

Learned in ??? AP.

*

Learned from Leather Wrist.

BREAK

"Causes Petrify."

Takes 18 MP.

Learned in ??? AP.

*

Learned from Cypress Pile.

COMET

"Causes Non-elemental damage."

Takes 16 MP.

Learned in ??? AP.

*

Learned from Cypress Pile.

DEATH

"KOs the target."

Takes 20 MP.

Learned in ??? AP.

*

Learned from Black Hood.

DEMI

"Amount of damage depends on the target's HP."

Takes 18 MP.

Learned in ??? AP.

*

Learned from Amethyst, Black Belt, and Cypress Pile.

DOOMSDAY

"Causes Shadow damage to all targets."

Takes 72 MP.

Learned in ??? AP.

*

Learned from Mace of Zeus.

DRAIN

"Drains HP from the target and transfers it to the spell caster."

Takes 14 MP.

Learned in ??? AP.

*

Learned from Oak Staff.

FIRA

"Causes a lot of Fire damage to single/multiple targets."

Takes 12 MP.

Learned in ??? AP.

*

Learned from Topaz, Power Belt, Flame Staff, and Mage's Hat.

FIRAGA

"Causes big-time Fire damage to single/multiple targets."

Takes 24 MP.

Learned in ??? AP.

*

Learned from Octagon Rod.

FIRE

"Causes Fire damage to single/multiple targets."

Takes 6 MP.

Learned in ??? AP.

*

Learned from Leather Hat and Mage Staff.

FLARE

"Causes Non-elemental damage."

Takes 40 MP.

Learned in ??? AP.

*

Learned from Black Robe.

METEOR

"Causes Non-elemental damage to all enemies."

Takes 42 MP.

Learned in ??? AP.

*

Learned from High Mage Staff.

OSMOSE

"Absorbs MP from the target and transfers it to the spell caster."

Takes 2 MP.

Learned in ??? AP.

*

Learned from Gaia Gear and High Mage Staff.

POISON

"Causes Poison to single/multiple targets."

Takes 8 MP.

Learned in ??? AP.

*

Learned from Lightning Staff.

SLEEP

"Puts single/multiple targets to sleep."

Takes 10 MP.

Learned in ??? AP.

*

Learned from Flame Staff.

SLOW

"Slows down ATB Gauge."

Takes 6 MP.

Learned in ??? AP.

*

Learned from Magus Hat and Ice Staff.

STOP

"Stops targets from taking any action."

Takes 8 MP.

Learned in ??? AP.

*

Learned from Oak Staff.

THUNDAGA

"Causes big-time Thunder damage to single/multiple targets."

Takes 24 MP.

Learned in ??? AP.

*

Learned from Octagon Rod.

THUNDARA

"Causes a lot of Thunder damage to single/multiple targets."

Takes 12 MP.

Learned in ??? AP.

*

Learned from Peridot and Lightning Staff.

THUNDER

"Causes Thunder damage to single/multiple targets."

Takes 6 MP.

Learned in ??? AP.

*

Learned from Silk Shirt and Glass Buckle.

WATER

"Causes Water damage to single/multiple targets."

Takes 22 MP.

Learned in ??? AP.

*

Learned from N-Kai Armlet.

---ZIDANE'S SKILLS---

ANNOY

"Causes Trouble to the target."

Takes 4 MP.

Learned in ??? AP.

*

Learned from Gladius and Sargatanas.

DETECT

"See the enemy's items."

Takes 0 MP.

Learned in ??? AP.

*

Learned from Mage Masher and Orichalcon.

FLEE

"Escape from battle with high probability"

Takes 0 MP.

Learned in 40 AP.

*

Learned from Mage Masher, Dagger, Zorlin Shape, Ultima Weapon, and Germinas Boots.

LUCKY SEVEN

"Deals physical damage by luck."

Takes 6 MP.

Learned in ??? AP.

*

Learned from Gladius, Exploda, Rune Tooth, The Tower, and Thief Hat.

SACRIFICE

"Sacrifice yourself to restore HP and MP to the other party members."

Takes 32 MP.

Learned in ??? AP.

*

Learned from Exploda and Masamune.

SOUL BLADE

"Draws out the hidden power in thief swords."

Takes 6 MP.

Learned in ??? AP.

*

Learned from The Ogre.

THIEVERY

"Deals physical damage to the target."

Takes 8 MP.

Learned in ??? AP.

*

Learned from Angel Bless and The Tower.

WHAT'S THAT!?

"Allows back attack."

Takes 2 MP.

Learned in ??? AP.

*

Learned from Butterfly Sword.

---SUPPORT ABILITIES---

ABILITY UP

"Characters learn abilities faster."

Takes 3 slots.

Useable by Zidane(), Vivi(), Dagger(), Eiko(), Quina(), Amaran(), Steiner(), and Freya().

*

Learned from Green Beret, Brigandine, Lapis Lazuli, Ribbon, Silk Robe, Stardust Rod, Cachusha, Diamond Gloves, and Diamond Armor.

ABSORB MP

"Absorbs MP used by enemy."

Takes 6 slots.

Useable by Quina().

*

Learned from Promist Ring.

ACCURACY+

"Raises physical attack accuracy."

Takes 2 slots.

Useable by Zidane(), Amaranant(), Steiner(), and Freya().

*

Learned from Black Hood, Power Wrist, Lapis Lazuli, Diamond Helm, and Genji Armor.

ADD STATUS

"Adds weapon's status effect (Add ST) when you Attack."

Takes 3 slots.

Useable by Zidane(), Vivi(), Quina(), Amaranant(), Steiner(), and Freya().

*

Learned from Feather Hat, Twist Headband, Bone Wrist, Chimera Armlet, Bracer, Glass Buckle, and Thunder Gloves.

ALERT

"Prevents back attack."

Takes 4 slots.

Useable by Zidane(), Amaranant(), and Steiner().

*

Learned from Ninja Gear, Germinas Boots, and Barbut.

ANTIBODY

"Prevents Poison and Venom."

Takes 4 slots.

Useable by Zidane(), Vivi(), Dagger(), Eiko(), Quina(), Amaranant(), Steiner(), and Freya().

*

Learned from Mantra Band, Glass Armlet, Survival Vest, Glass Buckle, Glutton's Robe, Mythril Helm, and Bronze Gloves.

AUTO-FLOAT

"Automatically casts Float in battle."

Takes 6 slots.

Useable by Zidane(), Vivi(), Dagger(), Eiko(), Quina(), Amaranant(), Steiner(), and Freya().

*

Learned from Feather Boots and Venetia Shield.

AUTO-HASTE

"Automatically casts Haste in battle."

Takes 9 slots.

Useable by Zidane(), Vivi(), Dagger(), Eiko(), Quina(), Amaranant(), Steiner(), and Freya().

*

Learned from Running Shoes.

AUTO-LIFE

"Automatically casts Life in battle."

Takes 12 slots.

Useable by Zidane(), Vivi(), Dagger(), Eiko(), Quina(), Amaranant(), Steiner(),

and Freya().

*

Learned from Rebirth Ring.

AUTO-POTION

"Automatically uses Potion when damaged."

Takes 3 slots.

Useable by Zidane(), Vivi(), Dagger(), Eiko(), Quina(), Amarant(), Steiner(), and Freya().

*

Learned from Mythril Vest, Demon's Vest, Running Shoes, Gold Choker, Magician Robe, Extension, and White Robe.

AUTO-REFLECT

"Automatically casts Reflect in battle."

Takes 15 slots.

Useable by Zidane(), Vivi(), Dagger(), Eiko(), Quina(), Amarant(), Steiner(), and Freya().

*

Learned from Reflect Ring.

AUTO-REGEN

"Automatically casts Regen in battle."

Takes 10 slots.

Useable by Zidane(), Vivi(), Dagger(), Eiko(), Quina(), Amarant(), Steiner(), and Freya().

*

Learned from Golden Hairpin, Brave Suit, Light Robe, Maiden Prayer, Angel Earrings, Golem's Flute, Glutton's Robe, and Carabini Mail.

BANDIT

"Raises success rate of Steal."

Takes 5 slots.

Useable by Zidane().

*

Learned from Mythril Dagger and N-Kai Armlet.

BEAST KILLER

"Deals lethal damage to beasts."

Takes 4 slots.

Useable by Zidane(), Amarant(), Steiner(), and Freya().

*

Learned from Flash Hat, Leather Wrist, Egoist's Armlet, Black Belt, Broadsword, and Platina Armor.

BIRD KILLER

"Deals lethal damage to flying enemies."

Takes 3 slots.

Useable by Zidane(), Amarant(), Steiner(), and Freya().

*

Learned from Adaman Vest, Yellow Scarf, Bronze Armor, and Chain Mail.

BODY TEMP

"Prevents Freeze and Heat."

Takes 4 slots.

Useable by Zidane(), Vivi(), Dagger(), Eiko(), Quina(), Amarant(), Steiner(), and Freya().

*

Learned from Jade Armlet, Diamond, Fairy Earrings, Madain's Ring, Holy Miter, Glutton's Robe, and Genji Armor.

BOOST

"Raises strength of eidolons."

Takes 12 slots.

Useable by Dagger() and Eiko().

*

BRIGHT EYES

"Prevents Darkness"

Takes 4 slots.

Useable by Zidane(), Amarant(), Steiner(), and Freya().

*

Learned from Feather Hat, Ritual Hat, Cachusha, and Iron Helm.

BUG KILLER

"Deals lethal damage to insects."

Takes 2 slots.

Useable by Zidane(), Amarant(), Steiner(), and Freya().

*

Learned from Mythril Armlet, Bronze Helm, and Mythril Gloves.

CHEMIST

"Doubles the potency of medicinal items."

Takes 4 slots.

Useable by Dagger(), Steiner(), and Freya().

*

Learned from Madain's Ring, Cotton Robe, Barette, and Grand Armor.

CLEAR HEADED

"Prevents Confusion."

Takes 5 slots.

Useable by Zidane(), Vivi(), Dagger(), Eiko(), Quina(), Amarant(), Steiner(), and Freya().

*

Learned from Green Beret, Circlet, Dark Gear, Magician Shoes, Magic Armlet, Lamia's Tiara, and Gold Helm.

CONCENTRATE

"Raises the strength of spells."

Takes 10 slots.

Useable by Dagger() and Eiko().

*

Learned from Rosetta Ring and Robe of Lords.

COUNTER

"Counterattacks when physically attacked."

Takes 8 slots.

Useable by Zidane(), Quina(), Amarant(), Steiner(), and Freya().

*

Learned from Ritual Hat, Power Vest, Power Belt, Anklet, Cat's Claws, Poison Knuckles, Mythril Claws, Tiger Fangs, Avenger, Kaiser Knuckles, Duel Claws, Venetia Shield, Scissor Fangs, and Dragon's Claws.

COVER

"You take damage in place of an ally."

Takes 6 slots.

Useable by Amarant(), Steiner(), and Freya().

*

Learned from Red Hat, Gauntlets, Linen Cuirass, and Mythril Armor.

DEVIL KILLER

"Deals lethal damage to demons."

Takes 2 slots.

Useable by Zidane(), Amarant(), Steiner(), and Freya().

*

Learned from Chain Plate, Demon's Vest, Cross Helm, and Thunder Gloves.

DISTRACT

"Lowers enemy's physical attack accuracy."

Takes 5 slots.

Useable by Zidane(), Steiner(), and Freya().

*

Learned from Judo Uniform, Diamond, Reflect Ring, and Shield Armor.

DRAGON KILLER

"Deals lethal damage to dragons."

Takes 3 slots.

Useable by Freya().

*

Learned from Barbut and Javelin.

EYE 4 EYE

"Raises Counter activation rate."

Takes 5 slots.

Useable by Zidane(), Amarant(), Steiner(), and Freya().

*

Learned from Flash Hat, Ninja Gear, Rubber Suit, and Kaiser Helm.

FLEE-GIL

"Receive Gil even when running from battle."

Takes 3 slots.

Useable by Zidane() and Amarant().

*

Learned from Desert Boots, Gold Choker, and Wrist.

GAMBLE DEFENSE

"Raises Defense occasionally."

Takes 1 slots.

Useable by Zidane(), Quina(), Amarant(), and Freya().

*

Learned from Twist Headband, Adaman Hat, Power Vest, and Barette.

GUARDIAN MOG

"Mog protects with unseesn forces."

Takes 3 slots.

Useable by Eiko().

*

Learned from Madain's Ring and Ribbon.

HP+10%

"Increases HP by 10%."

Takes 4 slots.

Useable by Amarant(), Steiner(), and Freya().

*

Learned from Judo Uniform, Aquamarine, Germinas Boots, and Chain Mail.

HP+20%

"Increases HP by 20%."

Takes 8 slots.

Useable by Zidane(), Amarant(), Steiner(), and Freya().

*
Learned from Mantra Band, Adaman Hat, Black Belt, Battle Boots, Genji Helmet,
and Defense Gloves.

HALF MP

"Cuts MP use by half in battle."
Takes 11 slots.
Useable by Vivi(), Dagger(), Eiko(), and Quina().

*
Learned from Protect Ring and Light Robe.

HEALER

"Restores target's HP."
Takes 2 slots.
Useable by Vivi(), Dagger(), Eiko(), Quina(), and Amarant().

*
Learned from Garnet, Healing Rod, and Anklet.

HIGH JUMP

"Jump higher to raise jump attack power."
Takes 4 slots.
Useable by Freya().

*
Learned from Dragon Mail.

HIGH TIDE

"Allows you to Trance faster."
Takes 8 slots.
Useable by Zidane(), Vivi(), Dagger(), Eiko(), Quina(), Amarant(), Steiner(),
and Freya().

*
Learned from Gastro Fork, Mythril Fork, Jade Armlet, Dark Hat, Gaia Gear,
Partisan, Sapphire, Grand Helm, Genji Gloves, Demon's Mail, Fork, Bistro
Fork, Needle Fork, Silver Fork, and Minerva's Plate.

INITIATIVE

"Raises chance of first strike."
Takes 5 slots.
Useable by Freya().

*
Learned from Battle Boots and Obelisk.

INSOMNIAC

"Prevents Sleep."
Takes 5 slots.
Useable by Zidane(), Vivi(), Dagger(), Eiko(), Quina(), Amarant(), Steiner(),
and Freya().

*
Learned from Bandana, Gaia Gear, Coral Ring, Holy Miter, Magician Cloak,
Mythril Helm, and Diamond Helm.

JELLY

"Prevents Petrify and Gradual Petrify."
Takes 4 slots.
Useable by Zidane(), Dagger(), Vivi(), Steiner(), Quina(), Amarant(), Eiko(),
and Freya().

*
Learned from Dark Hat, Circlet, Dragon Wrist, Bronze Vest, Dark Gear, Diamond
Gloves, and Mythril Armor.

LEVEL UP

"Characters level up faster."

Takes 7 slots.

Useable by Zidane(), Vivi(), Dagger(), Eiko(), Quina(), Amaranant(), Steiner(), and Freya().

*

Learned from Egoist's Armlet, Fairy Earrings, Rosetta Ring, Pearl Rouge, Extension, and Iron Helm.

LOCOMOTION

"Prevents Stop."

Takes 4 slots.

Useable by Zidane(), Vivi(), Dagger(), Eiko(), Quina(), Amaranant(), Steiner(), and Freya().

*

Learned from Black Hood, Golden Skullcap, Survival Vest, Demon's Vest, Ninja Gear, Anklet, and Plate Mail.

LONG REACH

"Back row attacks like front row."

Takes 16 slots.

Useable by Zidane(), Amaranant(), Steiner(), and Freya().

*

Learned from Thief Hat and Protect Ring.

LOUDMOUTH

"Prevents Silence."

Takes 4 slots.

Useable by Vivi(), Dagger(), Eiko(), and Quina().

*

Learned from Golden Hairpin, Mage's Hat, Silk Robe, Pearl Rouge, and White Robe.

MP ATTACK

"Uses own MP to raise Attack Pwr."

Takes 5 slots.

Useable by Zidane(), Amaranant(), Steiner(), and Freya().

*

Learned from Red Hat, Power Belt, Battle Boots, and Cross Helm.

MP+10%

"Increases MP by 10%."

Takes 4 slots.

Useable by Eiko(), Quina(), and Freya().

*

Learned from Emerald, Magician Shoes, Magician Cloak, Magician Robe, and Extension.

MP+20%

"Increases MP by 20%"

Takes 8 slots.

Useable by Vivi(), Dagger(), and Eiko().

*

Learned from Black Robe, Angel Earrings, and Maximillian.

MAG ELEM NULL

"Nullifies magic element."

Takes 13 slots.

Useable by Vivi().

*

Learned from Promist Ring and Protect Ring.

MAN EATER

"Deals lethal damage to humans."

Takes 2 slots.

Useable by Zidane(), Amarant(), Steiner(), and Freya().

*

Learned from Bandana, Coronet, Coral Ring, and Mythril Gloves.

MASTER THIEF

"Steal better items."

Takes 5 slots.

Useable by Zidane().

*

Learned from Thief Gloves.

MILLIONAIRE

"Receive more Gil after battle."

Takes 5 slots.

Useable by Quina().

*

Learned from Yellow Scarf.

MUG

"Damages enemy when you Steal."

Takes 3 slots.

Useable by Zidane().

*

Learned from Thief Hat, Chimera Armlet, and Survival Vest.

ODIN'S SWORD

"Attacks with eidolon Odin."

Takes 5 slots.

Useable by Dagger().

*

Learned from Ancient Aroma.

POWER THROW

"Raises the strength of Throw."

Takes 19 slots.

Useable by Amarant().

*

Learned from Bracer.

POWER UP

"Raises the strength of Chakra."

Takes 3 slots.

Useable by Amarant().

*

Learned from Golden Skullcap.

PROTECT GIRLS

"You take damage in place of a girl."

Takes 4 slots.

Useable by Zidane().

*

Learned from Butterfly Sword and Leather Shirt.

REFLECT-NULL

"Nullifies Reflect and attacks."

Takes 7 slots.

Useable by Vivi(), Dagger(), and Eiko().

*

Learned from Robe of Lords and Pearl Rouge.

REFLECTX2

"Doubles the strength of spells by using Reflect."

Takes 17 slots.

Useable by Vivi().

*

Learned from Rosetta Ring and Black Robe.

RESTORE HP

"Restores HP automatically when Near Death."

Takes 8 slots.

Useable by Zidane(), Amarant(), Steiner(), and Freya().

*

Learned from Brave Suit, Promist Ring, Minerva's Plate, Platinum Helm, and Grand Armor.

RETURN MAGIC

"Returns magic used by enemy."

Takes 9 slots.

Useable by Vivi() and Amarant().

*

Learned from Coronet and Brigandine.

STEAL GIL

"Steal Gil along with items."

Takes 5 slots.

Useable by Zidane().

*

Learned from Glass Armllet and Yellow Scarf.

STONE KILLER

"Deals lethal damage to stone enemies."

Takes 4 slots.

Useable by Zidane(), Amarant(), Steiner(), and Freya().

*

Learned from Adaman Vest, Power Vest, Platinum Helm, and Gold Armor.

UNDEAD KILLER

"Deals lethal damage to undead enemies."

Takes 2 slots.

Useable by Zidane(), Amarant(), Steiner(), and Freya().

*

Learned from Headgear, Ritual Hat, N-Kai Armllet, Silver Gloves, and Plate Mail.

--VERSION HISTORY--

---CURRENT STATUS---

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<<http://www.geeksimplex.org/phil/itemfaq/FAQ.txt>>. It is also hosted at GameFAQS (<<http://www.gamefaqs.com/>>).

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I know that I am missing the following items:

- * Excalibur II
- * Tin Armor
- * Hammer
- * Pumice Piece
- * Moonstone

Information on the Excalibur II would be greatly appreciated, as I doubt I'll be acquiring it any time soon.

I also have not yet put in Quina's blue magic.

Any updates, corrections, or suggestions can be sent to <phil_g@pobox.com>.

For the interested, most of the content for the FAQ is kept in a PostgreSQL database. Everything is entered and output generated by perl scripts. The whole setup runs on a Debian GNU/Linux system.

---HISTORY---

- 0.9.1 - 2001-01-12 - Added ability list.
 - Added Other items. (They hadn't appeared due to a buggy select statement.)
 - Placed FAQ under the GNU Free Documentation License.
 - Some small item information additions were also added, as I've begun my second run through the game.

- 0.9 - 2001-01-10 - Initial release.

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--CREDITS--

- * Phil Gregory <phil_g@pobox.com>, primary FAQ author.
- * Square, without whom we wouldn't have had Final Fantasy IX at all.
- * Dan Ornar, whose Final Fantasy VIII Item/Magic FAQ provided much of the inspiration for this FAQ.

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